FACT: THE ORIGINAL AND BEST COMMODORE 64 ACTION MAG!

£2.20 WITH CASSETTE
No.80 January 1992
europress IMPACT
9 770954 867028 01

ZZAP! 64



EXCLUSIVE! SPACE GUN

Excellent alien extermination from Ocean

On your stunning Megatape: Three superb full games including one Gold Medal!

HEAVY METAL PARADROID
21st Century Entertainment

SPY VS SPY III: ARCTIC ANTICS
Software Business

RAINBOW
Mika Kortelainen

DOUBLE DRAGON III DEMO
Storm

Hey! Where's my unbelievably stunning Megatape packed with great games? Please Mr Newsagent, gimme my ZZAP! New Year Megatape now!

MORE PAGES OF C64 STUFF THAN ANY OTHER MAG!

CORKY'S COIN-OPS

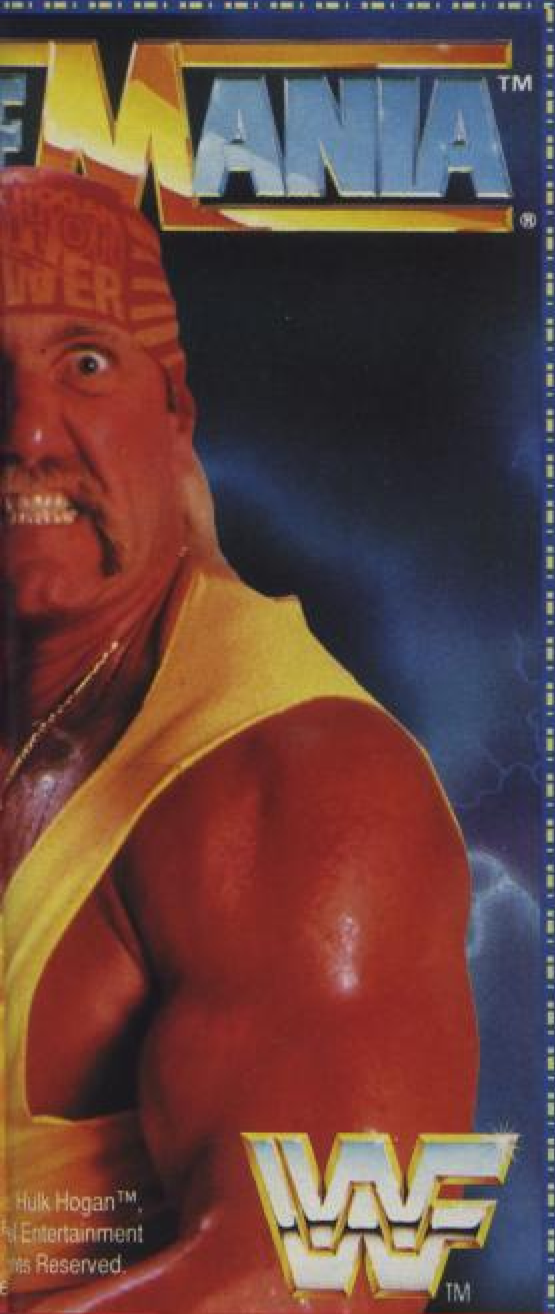
The hottest arcade machines reviewed!

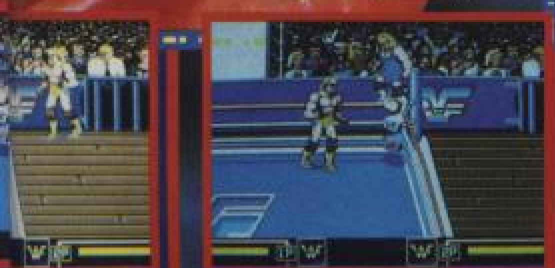
NEW YEAR COMPILATIONS!

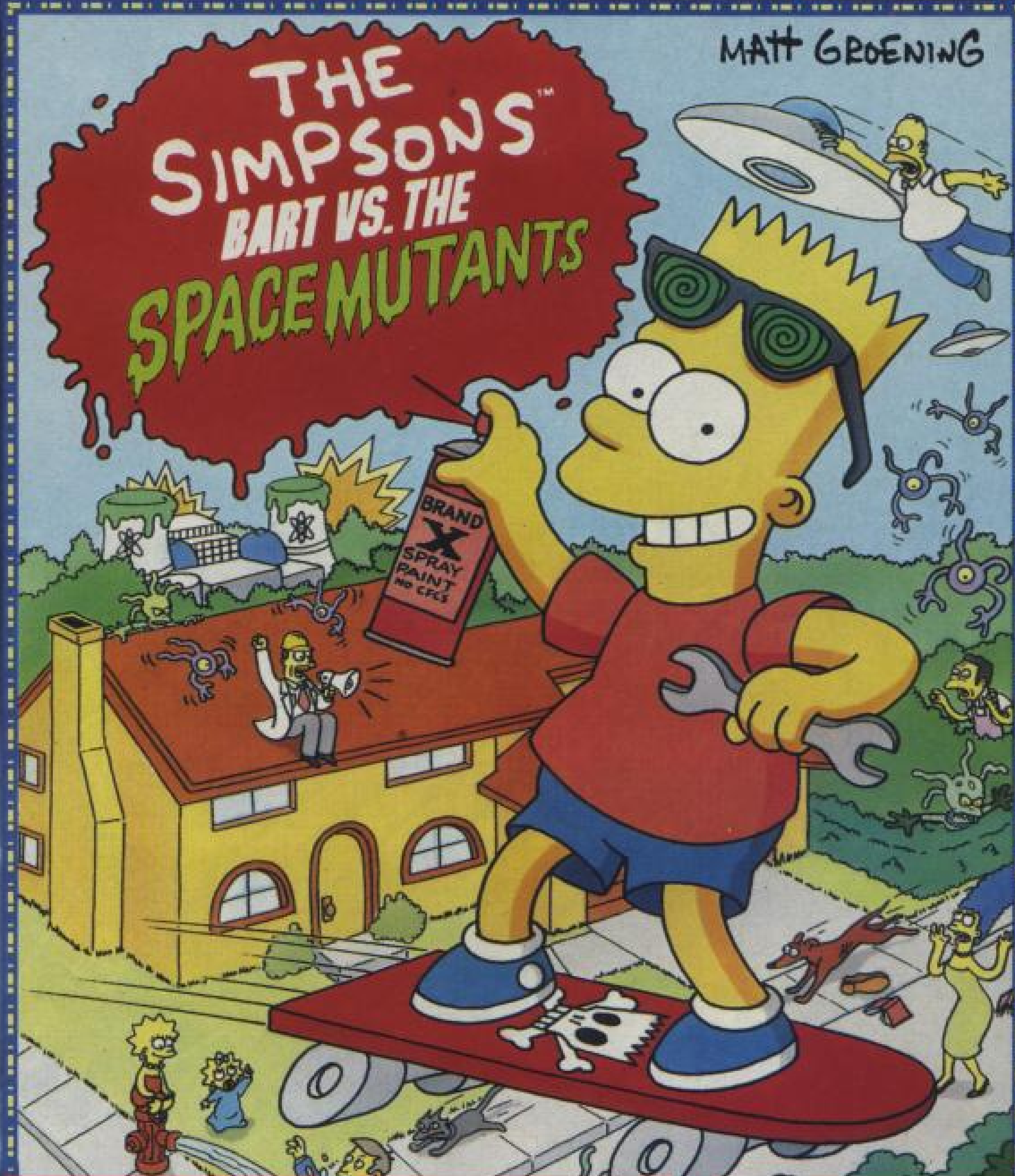
FREE! THE SECOND PART OF YOUR MASSIVE POSTER-CALENDAR!


CHECK OUT
TERMINATOR™ 2
JUDGMENT DAY
FREE T2 T-SHIRT
TERMINATOR 2: JUDGMENT DAY
005400
YOU ARE T-800
IN THE ACTION PACKED GAME-PLAY OF TERMINATOR 2, THE YEAR'S HIT MOVIE, AS IT EXPLODES ON TO YOUR COMPUTER SCREEN.
SPECTACULAR GRAPHICS AND FIERCE ANIMATION THROW YOU HEADLONG INTO THE FURIOUS STORYLINE OF THE BOX OFFICE SMASH....AND A GAME YOU WILL NEVER FORGET.
© 1991 CAROLCO INTERNATIONAL N.V.
ALL RIGHTS RESERVED
LJN® IS A REGISTERED TRADEMARK OF LJN LTD.
ALL RIGHTS RESERVED
© 1991 TitanSports, Inc. TM Trademark of TitanSports,
Hulkamania™ and Hulkster™ are Trademarks of the Ma
Group, Inc., licensed exclusively to TitanSports, Inc. All
Trademark of Titan Sports Inc. All rights reserve
WATCHA GONN
LARGEST ARMS IN THE
RUN WILD
OCEAN SOFTWARE LIMITED · 6 CEN
TELEPHONE: 061 832 6

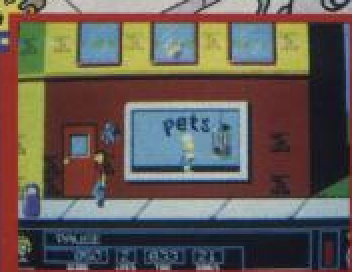
THE ACTION













DO WHEN THE
ORLD AND HULKAMANIA™
ON YOU!?

Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:
SPACE MUTANTS ARE INVADING SPRINGFIELD
That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!
Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
So if your decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

ean ®

ATARI ST • CBM AMIGA
SPECTRUM • AMSTRAD
COMMODORE • IBM PC
& COMPATIBLES

AKklaim ™
entertainment, inc.

NAL STREET · MANCHESTER · M2 5NS
63 · FAX: 061 834 0650


FROM ALTERNATIVE SOFTWARE
THE LEADERS!
AVAILABLE FROM ALL GOOD COMPUTER SOFTWARE STORES
KIDS PACK
SIX SUPERB ALL TIME FAMILY FAVOURITES. EVERYONE A TOP CHART HIT. INCLUDES: COUNT DUCKULA, POPEYE, SUPERTED, THE WOMBLES, SOOTY & SWEEP AND POSTMAN PAT, THE NUMBER ONE HIT, VOTED "GAME OF THE YEAR". AVAILABLE FOR ONLY £12.99 ON SPECTRUM, COMMODORE 64 AND AMSTRAD
20 AWESOME GAMES
GINORMOUS COLLECTION
IT'S HERE AT LAST!!! THE GINORMOUS COLLECTION, 20 AWESOME CHART TOPPING GAMES. THERES SPORTS, ARCADE ACTION, FLIGHT SIMULATORS AND CARTOON FUN!!! GREAT VALUE!!!... TRULY AWESOME. ONLY £14.99. AVAILABLE ON SPECTRUM, COMMODORE 64 AND AMSTRAD.
FIREMAN SAM
NOW AVAILABLE FIREMAN SAM THE COMPUTER GAME!!! YOU HELP FIREMAN SAM, EVERYONES FAVOURITE HERO, AS HE STARS IN THIS HIGHLY ENTERTAINING GAME FEATURING A HOST OF DELIGHTFUL CHARACTERS FROM THE HIT TV SERIES. ONLY £3.99 ON SPECTRUM, COMMORORE 64 AND AMSTRAD FROM ALTERNATIVE SOFTWARE. THE LEADERS.
DOUBLE DARE
AT LAST! ITS NOW ON COMPUTER. THE MESSIEST GAME SHOW IN THE WORLD DOUBLE DARE AS FEATURED ON BBC TVs "GOING LIVE". ANSWER THE QUESTIONS!, TAKE THE PHYSICAL CHALLENGES AND PREPARE TO BE SLIMED AND GUNGED ON THE HECTIC ASSAULT COURSE!!! ONLY £3.99 ON SPECTRUM, COMMODORE 64 AND AMSTRAD
4 GREAT GAMES FOR ONLY £3.99 OTHER TITLES INCLUDE
4 MOST MEGAHEROES
4 MOST WARZONE
4 MOST AIRPOWER
4 MOST SPORTS
4 MOST ACTION
4 MOST FUN AND COMING SOON 4 MOST BALLS BOOTS & BRAINS
4 MOST SPORTS
4 MOST CUTE
4 MOST FIGHT & FRIGHT
IF YOU HAVE ANY PROBLEMS OBTAINING THESE OR ANY OTHER OF OUR SUPERB GAMES, PLEASE SEND A LIST OF THE TITLES YOU REQUIRE ALONG WITH A CHEQUE OR POSTAL ORDER MADE PAYABLE TO ALTERNATIVE SOFTWARE LTD.
ALTERNATIVE SOFTWARE
ALTERNATIVE SOFTWARE LTD. UNITS 5-7 BAILEYGATE INDUSTRIAL ESTATE PONTEFRACT WF8 2LN

• only zzap! 64 can eat 3!

INSIDE ZZAP! No. 80

RESCUE REGULARS

FIRING FEATURES

28 CORKING COMPILATIONS
Your post-Christmas hangover is sure to be cured by the latest value-added packs.





34 CORKY'S COIN-OPS
The man-mountain spends a hefty pockful of petty cash, testing the latest arcade machines.

36 MASTERS OF CODE
Everything you ever wanted to know about those wacky Code Masters!

46 IT'S AN EDUCATION
Helen Reidy plays and learns with the latest educational software.

49 SPACE GUN
A sneak preview of Ocean's goriest, nastiest coin-op conversion yet. It's brill!

GUNNING GAMES!

17 TOKI
Monkey business in Ocean's rumble in the jungle.

18 SUPER SPACE INVADERS
Taito's souped-up coin-op is brilliantly converted by Domark.





20 BART SIMPSON VS THE SPACE MUTANTS
Bart has no time for Nintendo games as he tries to stop an alien invasion!

REVIEWS

COMMANDO COMP
32 BE A DOUBLE DRAGON DUDE!
Win one of ten trendy DDIII sweatshirts from Storm.



NAVIGATOR



BREAK THE PERFORMANCE BARRIER...

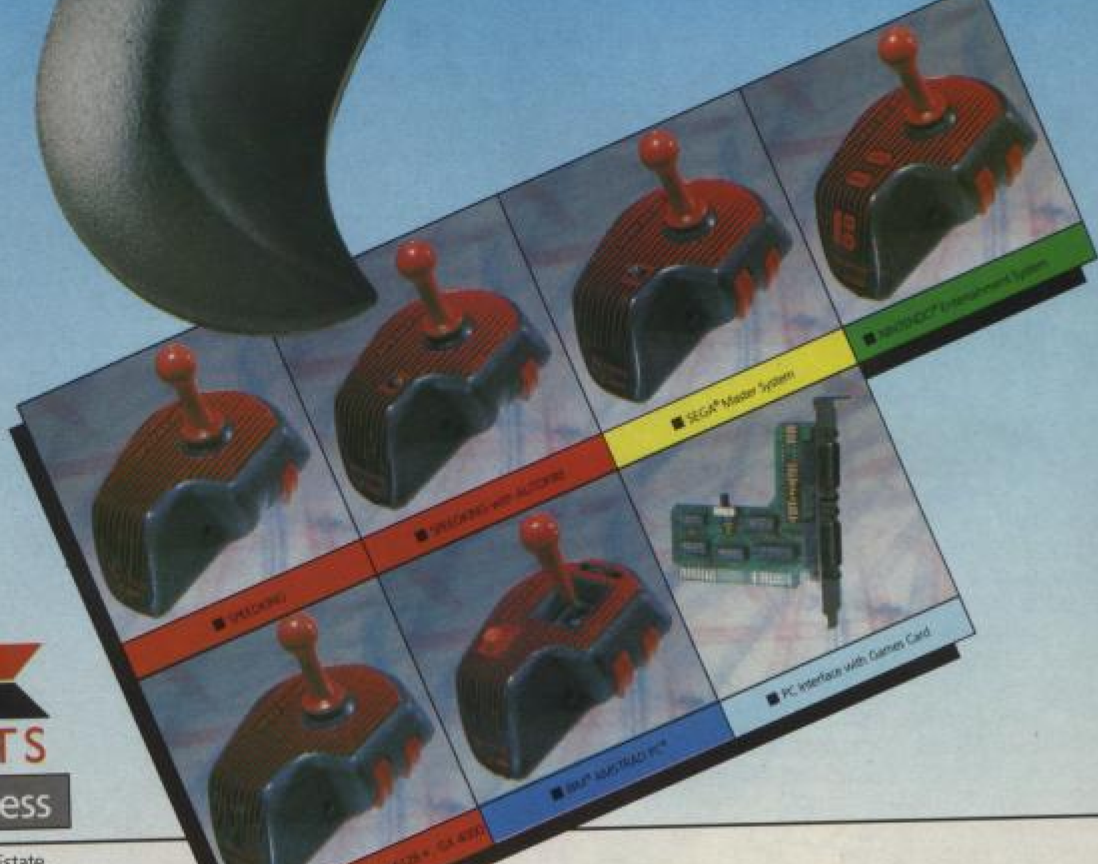
It is not by chance that Konix has become one of Europe's leading joystick manufacturers. Nor is it surprising that our products are taking the U.S. market by storm. All this is simply the result of our total dedication to customer satisfaction, through innovation and quality.

The same principles of novel design and rugged construction, so successfully established with the SpeedKing range, have been uncompromisingly applied to the more recently introduced Konix Navigator.

Thanks to its outstanding ergonomic styling, the Navigator is a perfect fit for every hand. With its natural trigger finger action, the Navigator truly achieves the ultimate in fatigue-free super-fast precision performance.

Just like the SpeedKing, the formidable power of the Navigator can be used with the most popular types of home computer, including all Atari/Atari ST models, Commodore 64, 128, VIC20 and Amiga, MSX computers, Amstrad CPC computers as well as Spectrum Plus/Plus 2 and Plus 3.

Even for the most demanding enthusiasts, you can be sure that Konix joysticks will make the performance barrier a thing of the past.



konix
COMPUTER PRODUCTS
The fastest reaction in the business

Export Enquiries: Konix Computer Products, Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent, NP3 5SD.

Distributors:

- **Capri Marketing Limited**
  9 Dean Street, Marlow, Buckinghamshire SL6 3AA
- **Centresoft**
  Units 2/3, Holford Way, Holford, Birmingham B6 7AX
- **Columbus**
  Unit 2, Wren Nest Road, Glossop, Derbyshire SK13 8HA
- **GEM Distribution Limited**
  Lovet Road, The Pinacles, Harlow, Essex CM19 5TB
- **Lazer Distribution**
  Unit 2, Kingsgate Business Units, Duchy Road, Heathpark, Honiton, Devon EX14 8YD
- **Leisuresoft**
  Unit 65, Sketty Close, Brackmills Industrial Business Park, Northampton NN4 0PL
- **SDL**
  Unit 10, Ruxley Corner Industrial Estate, Sidcup, Kent

STUFF!

NEWS AND PREVIEWS AND LOTS MORE TOO!

NEW COMMODORE MACHINE?

Commodore rumours continue to proliferate with our sister magazine, AMIGA COMPUTING, printing news of a proposed A300.

This would boast standard Amiga internals, but the keyboard would be radically stripped down making it really a console. There would still be a disk drive, allowing access to current software (so long as not too many keys are needed!), but it's hoped there'll also be plenty of cartridge software. The price is rumoured to be approx £200–£300, allowing the Amiga to compete more effectively with Japanese consoles.

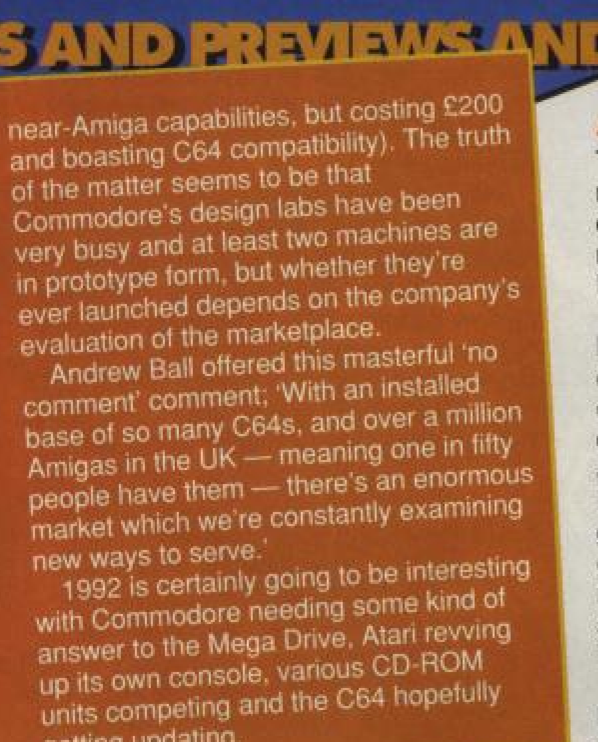
But for C64 fans the big question is whether the A300 is likely to knock out the long-rumoured C65 (claimed to have near-Amiga capabilities, but costing £200 and boasting C64 compatibility). The truth of the matter seems to be that Commodore's design labs have been very busy and at least two machines are in prototype form, but whether they're ever launched depends on the company's evaluation of the marketplace.

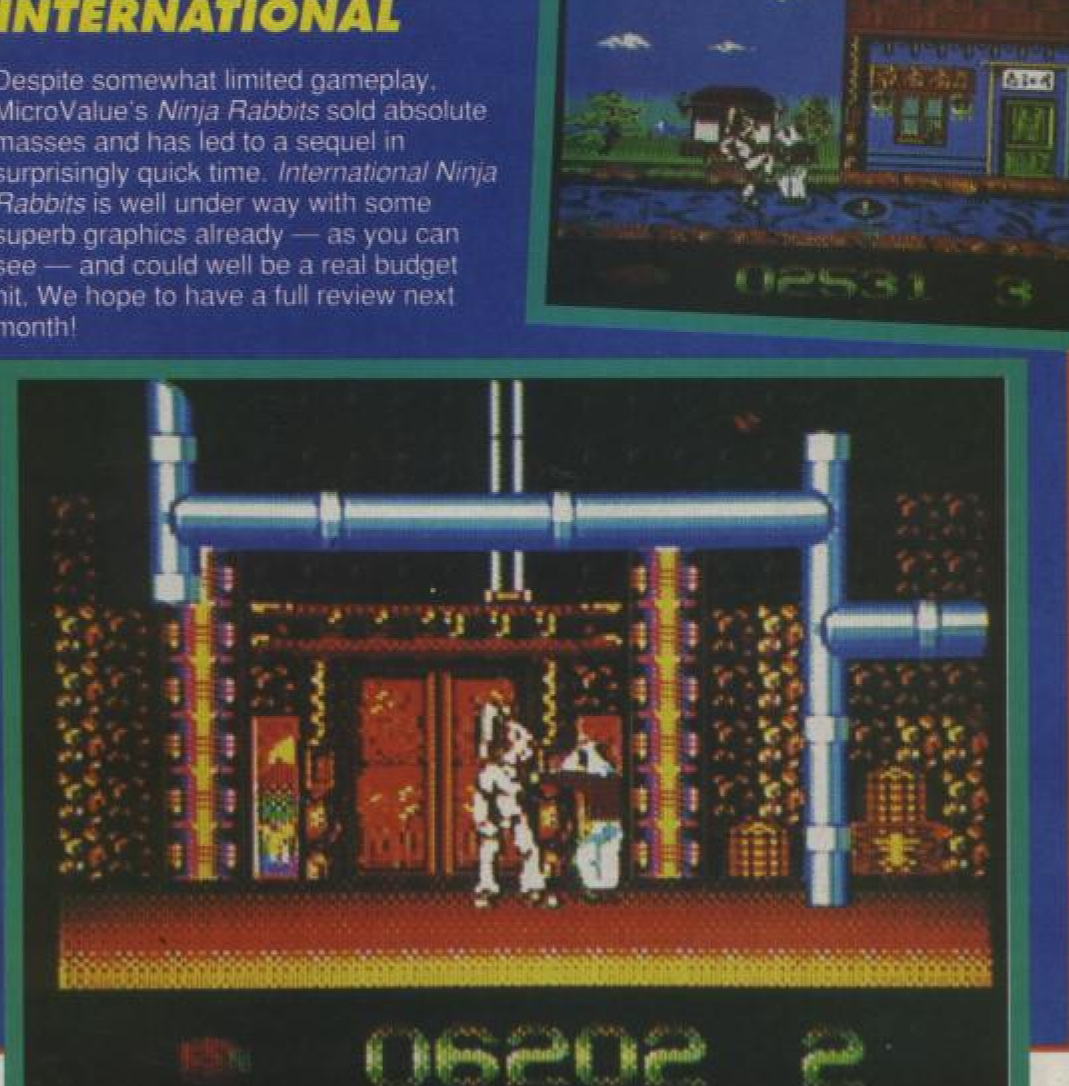
Andrew Ball offered this masterful 'no comment' comment; 'With an installed base of so many C64s, and over a million Amigas in the UK — meaning one in fifty people have them — there's an enormous market which we're constantly examining new ways to serve.'

1992 is certainly going to be interesting with Commodore needing some kind of answer to the Mega Drive, Atari revving up its own console, various CD-ROM units competing and the C64 hopefully getting updating.

NINJA RABBITS GO INTERNATIONAL

Despite somewhat limited gameplay, MicroValue's *Ninja Rabbits* sold absolute masses and has led to a sequel in surprisingly quick time. *International Ninja Rabbits* is well under way with some superb graphics already — as you can see — and could well be a real budget hit. We hope to have a full review next month!





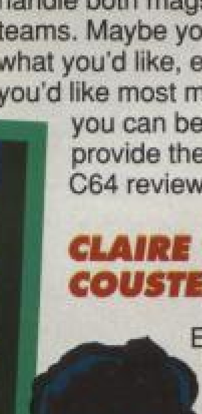
MEGA-TEAM

Those of you who still journey to the local newsagent, rather than relying on a super-comfy subscription, will undoubtedly have noticed an exciting new mag called SEGA FORCE.

This amazing new mag dealing with, uh, Nintendo or something like that is being edited by ZZAP!'s famous King–Wynne editorial team. This promotion is no doubt due to their world-famous efficiency, speed and attention to deadlines (ho-ho — Publisher). Or maybe because they know games and are cheap! But to help them cope with two wondrous magazines, and make up for the loss of Robin Hogg (sob!), staff writers have been recruited by the bus load.

The new mega-team may continue to handle both mags, or separate to form two teams. Maybe you'd like to write in and say what you'd like, even vote for which writers you'd like most maybe! Whatever happens you can be sure ZZAP! continues to provide the most accurate, unbiased C64 reviews in the UK!

CLAIRE 'JACQUES COUSTEAU' MORLEY



Employed in a vain attempt to even up the male/female ratio in the Sega Force/ZZAP! office, Claire is our new staff writer (and she's worth ten men any day!). After surviving just one day at Birmingham Polytechnic (as long as that?!), Claire has achieved her life-long ambition (at just 20 years and 3 weeks) of breaking into the glamorous world of the press (hah, disillusioned fool).

Having lived all around the country she currently commutes from Telford 'the roundabout centre of the universe' in the car borrowed from Mr Bean that everyone calls 'Basil' (the surname isn't Fawlty, I hope).

She used to work at a garage in Ellesmere (where?), and has also done time behind the bar at a local nightclub (she's a party animal).

She likes fast cars, golfers, practising her Arnie Schwarzenegger impersonation, singing in the bath and drinking Diamond White out of the bottle (she's that 'ard). She dislikes canoeing but is very proud of the fact that she can do an Eskimo Roll (lucky old Eskimo, I say). Her hobbies include

driving to work, swearing at people in Welsh, painting her nails and scuba diving (Jacques Cousteau, eat yer heart out!). Her favourite games are *Creatures* and *Rainbow*.

ALAN 'CAPTAIN PICARD' GREEN



Alan is one of the latest additions to the team (the other one is much prettier), and is the brains of the operation (he rents them out to everyone else for extortionate fees). A Bachelor of the Arts, he has come to the magazine fully qualified (many years of experience and research in tea making).

And not only is he in the process of revolutionising the entire magazine, but is certainly shining a beacon of fashion on the office with his designer sportswear (baggy Lee T-shirt and flappy 'MC Hammer' trousers) and a 'bad' haircut (in other words he's as bald as Captain Picard).

He's often to be seen rolling erratically into the office car park in his flash motor (a beaten-up Lada), after wild nights in heady Wolverhampton (his home town). On arrival he's usually dozy and generally useless, having spent all his spare time listening to extremely loud music of bizarre nature (Bucks Fizz, The Brotherhood Of Man, Gilbert O' Sullivan etc). In fact he is now completely deaf (watch out for this one's sound ratings!).

Alan claims to like toast, sleeping, falling out of tall trees, driving very fast and boogeying (his greatest ambition is to appear on 'Dance Energy'). On the other hand he particularly dislikes boring games, his van breaking down, and (like Ian) zoos... he **can't** get any girlfriends from there! (what about the orang-utan we saw you with last week, Al?).

Al's fave C64 game is the classic *Who Dares Wins II*.

ADRIAN 'EXTRAORDINARY' PITT



Adrian originates from the darkest depths of Wolverhampton. He was born in the early Seventies when hot pants were 'in' and you needed a pair of step ladders to get into your platforms. He's a fashion victim, a Pet Shop Boys fan and wants to live next door to Victoria Wood. He hates wasps, shell suits and Bobby Davro ('nothing personal, Bob!').

His fave Commodore games ever include *Wizball*, *Bubble Bobble* and *Head Over Heels*. He owns a Porsche 911 and can be seen each morning racing from Wolvo to Ludlow dodging likkle bunny rabbits along the B road. (We lied about the Porsche, by the way, but he's read *Watership Down*, all in all, about twenty-seven times! — Ed.)

Fave C64 game: *Wizball*.

IAN 'STAIN' OSBORNE



In his short time at ZZAP! Towers, Ian has already upset several software houses. 'A crap game gets a crap mark', he says, 'and I'm darned if I'm perjuring myself just to please advertising sales...' (Don't let him start that again! — Ed.) Fair enough!

His hobbies are eating Pot Noodles, arguing with Ade about the Pet Shop Boys, and hiding from US Gold reps. His ambition is to write a computer adventure game, so reviewers can get their own back.

Fave C64 game: *Rick Dangerous*.

PAUL 'HOMELESS' MELLERICK



Born and bred in Leicester, Paul lived there until three days ago, when he got this job. His main hobby is computers 'because I'm so good at playing games on them.' He also likes music, along the lines of Punk and Heavy Metal which means he have a very lamentable sense of hearing. The rest of the time he spends watching TV (nothing Australian) and sleeping. His main interest, though, is crashing cars — he's written off two: smashed one and reversed with the door open into a lamppost!

Fave C64 game: *Great Giana Sisters*.

WHAT'S ALL THE FUZZ ABOUT?

System 3 are currently on a high, playing with their fuzzy balls! No, it's not another of their kinky publicity stunts (remember *Twister: Mother Of Harlots*?!) but *Fuzzball*, a great new Amiga game that's set to ricochet onto your C64 in the New Year!

It's a 50-level platform/maze romp with the spherical hero bouncing and boinging around, collecting fruit and knocking off fluffies!

It doesn't sound all that original but its compulsive playability has earned it rave reviews from Amiga mags. Watch out for the in-depth ZZAP! 64 review, coming soon.

DESIGNED BY ALIENS, BUILT BY THE WELSH AND TESTED BY US!

STEALTH PRECISION GAMES CONTROLLER.

Ktron £14.99

While attempting to play with the Ktron Stealth, it's blindingly obvious that the designers from the planet Ktron have been carried away by space-age technology, ignoring the most important aspect of design, practicality.

The Stealth is an intriguing design, a joystick turned at right-angles and operated sideways by either hand. The right handle is microswitched and by moving it you get directional control. Left-handers aren't excluded from the fun though, because you can hold the right handle steady and move the left to get directions — sort of like moving the base of a stick! This is marginally more difficult, but truth to tell, however you use the thing it's never easy!

Ktronians must certainly be very strong as to play over a few hours the constant twisting, pulling and support of Stealth would tire the strongest human. (To switch the automatic fire on and off you need bionic fingers and short nails.) It proves to be very hard work to get your sprite to go in the direction that you intend, as commands to go left/right and diagonally in either direction are very similar; how you hold the stick is simply too awkward for precise control. In observing us from their distant planet via space probes, Ktron failed to realise that we have somewhat larger hands then their own. In fact, probably designed around their own Martian shape, Ktronians appear to have unusual four-digit 'hands', something rather similar to the industrious aliens from *Total Recall*.



To the alien eye this may be aesthetically pleasing, but here on Earth we tend to go for a rather more practical design with which we can control our games with precision.

Released on the interstellar games market this product will probably do very well as it's obviously made for other life forms. Perhaps it's the latest craze to try and master games on a difficult and frustrating controller, adding a new dimension to the game! However, to try and cash in on Earth joystick sales I think they'll have to go back to the drawing board and rethink the practicalities of such an innovative design. Earth is not ready for this... yet!


THE BEST THING TO HAPPEN TO YOUR
COMMODORE 64 COMPUTER
A WHOLE NEW WORLD OF FUN & EXCITEMENT WITH COMMODORE 64 GAME CARTRIDGES
IMMEDIATE ACCESS OF UP TO 2 MEG!
* SUPERLATIVE GRAPHICS & SOUND
* INSTANT LOADING
* UNLEASH THE TRUE POWER OF YOUR C64
ROBOCOP 2
ROBOCOP TM & © 1990 ORION PICTURES CORP. ALL RIGHTS RESERVED.
SHADOW OF THE BEAST
PANG
NAVY SEALS
© 1989 MITCHELL CORP
CHASE H.Q. II
TAITO
SHADOW OF THE BEAST
PSYGNOSIS
TM & © 1991PSYGNOSIS LIMITED
ORION PICTURES CORP. © COPYRIGHT 1990
TM & © 1964 DC Comics Inc.
CHASE H.Q.2
BATMAN
£14.99 ONLY
PLUGS INTO ANY COMMODORE 64 COMPUTER
ocean
OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2 5NS • TEL: 061 832 6633 • FAX: 061 834 0650



HOT TOP 10
A REAL MINI-RACER! WIN THIS 33cc FUN BIKE ON: 0839-654334
'CAN BE RIDDEN BY ANYONE FROM 6 TO 60
AS SEEN ON TV!
Here's a Wheely Great comp!
WIN THIS AWESOME 80cc SUZUKI QUAD
IDEAL FOR ANYONE OVER 10!
CALL: 0839-654335
WIN A 50cc HONDA
IDEAL FOR ANYONE OVER 5
CALL: 0839-654336
WIN ALL THIS!
WRESTLING BONANZA
PLUS: 3 SIGNED HULK HOGAN
RUNNERS-UP COLOUR PICS
CALL:0839-654337
WIN THIS WRESTLEFEST ARCADE GAME!
THE LATEST W.W.F. ARCADE GAME STRAIGHT FROM THE STATES! BATTLE AGAINST YOUR HEROES: HULK HOGAN. BIG BOSS MAN, MR PERFECT & LOTS MORE! PLAY TAG TEAM CHALLENGE OR BATTLE ROYAL! TO BE IN WITH A CHANCE OF WINNING THIS MACHINE CALL:
0898-334091
PLUS 100's OF WRESTLING RUNNERS-UP PRIZES!
1 WIN A KIDS 200cc GO KART 0839-007700
2 WIN A CAR 1966 BEETLE CONVERTIBLE 0898-334095
3 WIN...... AFTERBURNER THE ULTIMATE ARCADE GAME! 0839-550036
4 WIN A £600 JVC CAMCORDER 0898-334090
5 WIN £600 PILE OF TOYS! 0898-334091
6 WIN A PAIR OF £300 ROLLERBLADES! 0839-550039
7 WIN A CD MEGA-BLASTER + MINI COLOUR TV 0898-334092
8 WIN HIS 'N' HERS MUDDY FOX MOUNTAIN BIKES 0839-550040
9 WIN A KIDS ELECTRIC MOTORBIKE 0839-550031
10 WIN A KIDS MUDDY FOX BIKE! 0839-550041
JOKES
CRAP Joke Line 0839 654300
Daft Joke Line 0839 654301
BILLY BUTT ABUSE LINE
WANNA FIGHT?
CALL 0839654302
IF YOU DARE!
PREVIOUS WINNERS
SIMPSONS ARCADE GAME KATE POSEY, HANSTON, LINCOLN.
ROLLERBLADES DANIEL GREGORY, BECKENHAM.
YAMAHA BI-WIZZ A. BRYAN, KIDLINGTON.
SKATE PILE GARETH HUGHES, KIRKRUSHTON.
MOUNTAIN BIKE NATHAN O-REILLY, WILLENHALL.
YAMAHA PW80 MOTORBIKE GALIC ZDRAVKA, LONDON W12..
SUZUKI LT50 QUAD ROBERT WRIGHT, ROCHESTER.
KIT WAYNE TAYLOR, CARNOUSTIE
KEYBOARD· H. TRIVEDI, STANMORE, MIDDX
BASS GUITAR CLIFF MARUSSON, ABERDEEN
LEAD GUITAR SIMON SMITH, BELFAST
LIVERPOOL SHIRT STEPHEN FYLDES, CASTLE BROMWICH
ARSENAL SHIRT. VICKY BARROW, CHESTER
NOTTS FOREST PRIZE LEE ROBERTSON LAURENCEKIRK
ENGLAND FOOTBALL PRIZE MARK TATE, BARNSLEY
Calls cost 36p (cheap rate) 48p (at all other times) per minute inc. VAT. Megafone Ltd, Sandylands House, Morecambe. LA3 1DG. Average call duration 5.5 minutes. Ask your parents permission before you call.

ZZAP! MEGATAPE 24 instructions!

Wot's on!

PARADROID (full game) **A**
RAINBOW (full game)

SPY VS SPY III (full game) **B**
DOUBLE DRAGON III (demo)

And you thought last month's Megatape was brill! Take a look at the goodies we've got for you this month. Not only a great *Double Dragon* demo and possibly the best reader's game ever, but the hilarious *Spy Vs Spy III* and none other than Andy Braybrook's classic Gold Medal, *Paradroid* — one of the all-time C64 greats.

PARADROID

(21st Century Entertainment)

It is reported that the Droid crew of a galactic space freighter have turned against their masters. A droid 'Influence' Device has been beamed aboard the freighter and you have been ordered to use it to destroy the mutinous crew.

With the Influence Device you can shoot or ram Droids or transfer temporarily to an individual Droid and direct its energy and armaments. Occasionally the presence of your Influence Device may sufficiently disturb groups of Droids to cause them to attack one another.

The power of a Droid is reflected in its group serial number. The higher the number, the greater the power. The Influence Device is numbered 001 reflecting its very low power. If it is destroyed you lose the game.

WEAPON SYSTEMS

The Influence Device fires low-power twin lasers. Lower classes of Droids have no additional weapons but the higher classes have single or twin high-power lasers. Two types of Battle Droid are fitted with Disrupters which damage all Droids in the vicinity when fired.

To fire without moving fast, enter laser mode by firing a shot in any direction and keep the button pressed so that you remain white. Leave the joystick centred. At the required moment, jab the joystick in the required direction to fire.

Similarly you can fire behind you whilst running away by pressing the button down and quickly jerking the joystick backwards; your momentum will keep you moving forwards.

TRANSFERRING TO A DROID

Decide on your target Droid, centre your joystick and hold down the fire button. Your screen representation will change colour. Continue to hold fire and ram the target.

To transfer you must gain control of the micro-circuit of your target by using your Pulsers to set at least 7 of the 12 rectangles on the central bar to your colour. You have a few seconds to move your joystick Left or Right to select which side of the circuit to use. Your target uses the opposite side to fight back.

Move your Pulsers up and down the wires and activate them using the fire button. Try to avoid Terminators (No Problemo, baby!), Joiners and Colour Switchers. Aim instead for Splitters and Auto-pulsers.

Transfer will result in the destruction of your current host. If unsuccessful, you return to the 001 Influence Device, unless you had no host, in which case you lose the game.

There have been several new approaches to shoot-'em-ups before, but none have been quite so stunning as *Paradroid*... the best presented game I have **ever** seen... For once words fail me!' — Gary Penn.

'The first thing that strikes you are the stunning graphics... The gameplay is marvellous... The transfer game is great fun to play on its own... One of the best programs I've seen on the 64.' — Julian Rignall.

'This has to be the best combination of shoot-'em-up and strategy in a game that I have seen... the gameplay elements are astounding... Every class of robot having its own personality and movement adds a great deal of atmosphere to the game.' — Gary Liddon.

CRITICAL RAVE

CHANGING DECKS

Find a lift, shown as a coloured circle on the deck. Hold fire to select the ship side view and then move Up or Down. Press fire to leave.

CONSOLE ACCESS

Find a console and hold fire. Use Up/Down to move to an option and press fire to select it:

Your robot symbol	— Return to game.
Query robot	— Gain access to Droid Data Library
Deck plan	— View entire deck plan
Side View	— View side elevation of ship

DROID DATA LIBRARY

There are 24 different Droid types grouped into nine classes on the ship and you may view data about any that are of lower rank than your current host. Use Up or Down to view each Droid in sequence. For further information on a particular type use Left or Right.

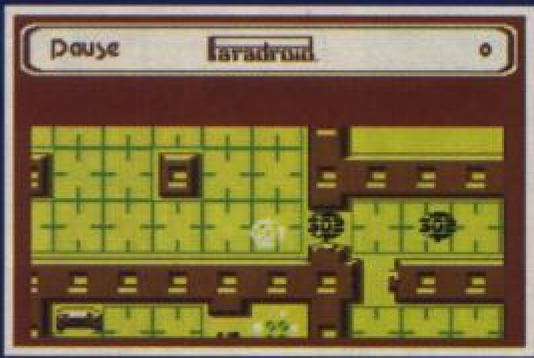
SMALL-SCALE DECK PLANS

This screen shows the whole of the current deck and your position on it. Lifts, consoles and energise points are all shown.

ENERGY STATUS

Your energy status is shown by your rotation speed. When it falls low your symbol starts to flash and you should then seek to transfer to another Droid. Energy loss due to damage can be restored on an Energiser shown by flashing lights on the deck but your score falls whilst you do so.





ALERT STATUS

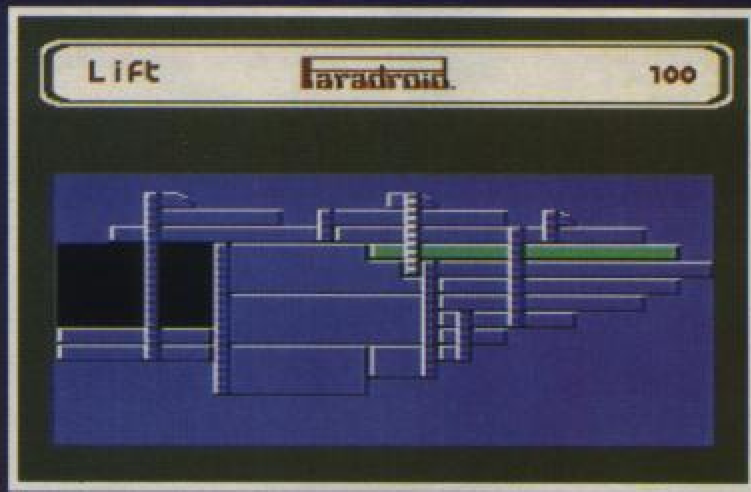
The alert status is shown on most decks and is normally green. If you destroy Droids quickly the status rises and you score more quickly.

POWER DOWN

When the last Droid on a deck is eliminated the ship's computer shuts down the deck lights and you score bonus points.

SCORING

Ramming	10 x Droid class (1 to 8) 100 (class 9 only)
Shooting/Transferring	25 x Droid class (1 to 8) 250 (class 9 only)
Yellow/Amber/Red	5/10/25 points per second alert
Deck/Ship clearance	500/2,000 points bonus
Transfer failure	10 x Droid class (1 to 8) 100 x Droid (class 9 only)
Energise penalty	5 points per second



CONVENIENCE KEYS

During Titles Sequence:
F1 — Colour mode (default)
F2 — Black and White mode
F5 — Increase music volume
F6 — Decrease music volume

After pressing Run/Stop to pause:
F1 — Colour mode
F2 — Black and White mode
F7 — Animation ceases
F8 — Animation restarts
Clr/Home — Abandon game
Run/Stop or Fire — Resume game

Pause mode is not selectable during transfer.

SPY VS SPY III: ARCTIC ANTICS

(Software Business)

MISSION OBJECTIVE

Your mission should you choose to accept it, is to locate and launch a subterranean intergalactic rocket before this year's worst Arctic blizzard hits.

In order to launch the rocket, you must be in possession of all the following: Rocket Entry Punch Card, Guidance Gyroscope and Uranium Fuel Capsule. Unless you are carrying the launch briefcase, you are only able to carry one item at a time. Your opponent has the same mission.

To aid you in this mission, you have been provided with the all-in one multipurpose Arctic trapulator. This handy little gadget is complete with a computer generated mapping system and a few items for building nasty little traps for your opponent. Your opposite number also has a trapulator.

GAMES OPTIONS

When the game has loaded, you are presented with a number of options that you may alter:
Number of players (1 or 2)
Difficulty level
Computer player intelligence
Rocket launch site revealed or hidden until the end.
Use the joystick (in Port 2) and fire button to pick your options. Select 'Go' when you have the desired options.

CONTROLS

Picture the screen as a three-dimensional area where you can go Left and Right or In and Out of the screen.

Moving the figure left and right is achieved by moving the joystick left and right. When the figure reaches the extreme left or right, the screen scrolls in that direction.

Moving the figure in and out of the screen is achieved by moving the joystick up or down. Along the background and foreground areas are gaps. These are passageways where you may go to other parts of the Arctic.

Pressing Fire whilst in range of any object or mound of snow, lifts the object. Items may be hidden by the snow mounds and these may be found if you're lucky.

If you're not, you may find your opponent has placed a booby trap there, blowing you to smithereens...

Other controls include:
S.......................Music On/Off
RUN/STOP......Pause
F5.....................Quit Game

USING THE TRAPULATOR

The trapulator allows you to store and use various items and tools for completing the mission.

Underneath each player's screen are a number of icons. These represent the items that you need in your mission. Above the icons are indicators that tell you whether you have at least one of that item.

If you find an item, you may pick it up by standing over it and pressing Fire. Pressing Fire again stores it in the trapulator.

NATURAL HAZARDS

There are a number of hazards around the Arctic. These are:

Blizzard: This will hit with full force when the clock reaches zero. As the blizzard gets closer, you'll find it more difficult to move around.

Thin Ice: Shown as dark patches in the snow. Unwary spies can fall in this. Get out by moving in a circular manner.

Drowning: Spies cannot swim so don't stay in the water too long.

Deep Snow: Some areas have deeper than normal snow. If you don't use snow shoes in these areas your body temperature will lower rapidly.

Hanging Icicles: While not normally dangerous, these may be booby-trapped by the other spy.

COMBAT

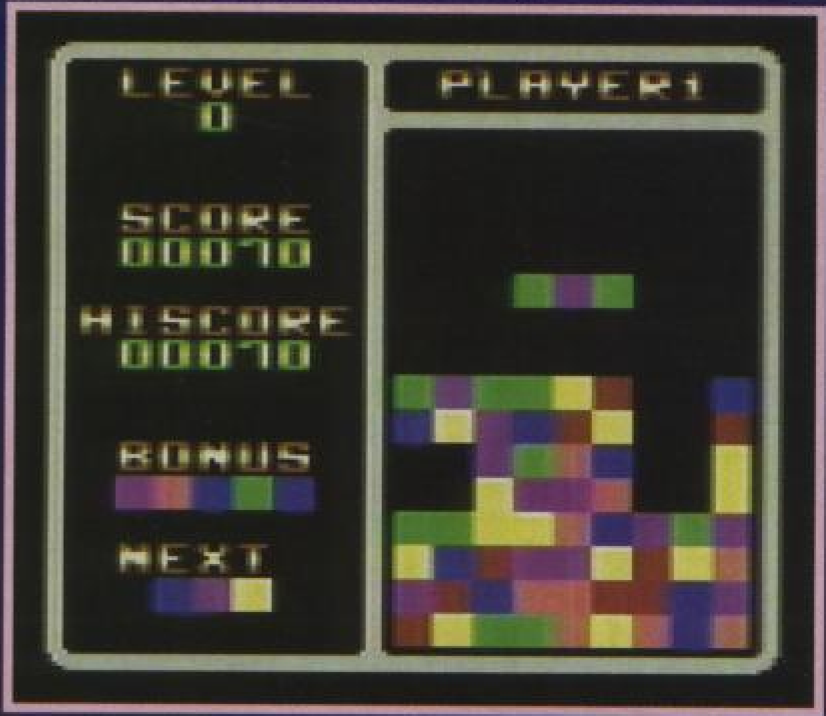
In the previous *Spy Vs Spy* games, combat was with swords. However, as you are in the Arctic, the quickest way to lower your opponent's body temperature is with a good old snowball fight.

The spies may throw snowballs only when both spies are in the same quadrant. To throw snowballs you must
1. Stand in snow (not ice).
2. Place your spy facing the direction you wish to throw and ensure you are not standing over any objects.
3. Hold Fire down and move in the direction of the throw.
4. Repeat step 3 if you wish to throw another.



BOOBY TRAPS

You may select any of these traps, providing you have



RAINBOW

(Mika Kortelainen)

In *Rainbow* you form horizontal combinations of three or more like-coloured squares by manipulating the pieces which fall into the box. When you get an acceptable combination, it's removed and you again have room to play.

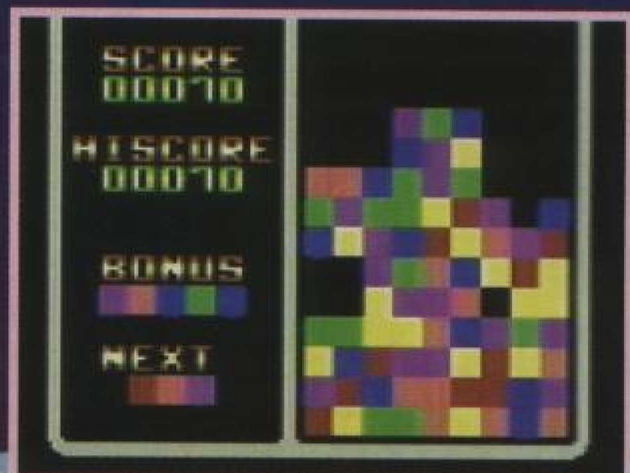
On the option screen you can set a couple of details affecting the game — move up/down to select the line and press fire to change it. You can choose either one- or two-player mode and difficulty level (novice, amateur or professional). There are also two different playing modes to choose between: you can collect points for as long as your skills allow, or you can compete against a 100-second time limit.

HOW TO PLAY

The game is controlled by joystick (port 1 for player one and port 2 for player two). Falling be moved by pushing the joystick left or right and rotated by pressing fire. When the block is in position, moving the joystick down will drop it.

The score is affected by the length of combination and how rapidly the last piece is dropped, therefore it's useful to look at the NEXT block in advance and plan the game one move ahead.

The Rainbow is the highest level combination (from left to right, light red, red, yellow, green, blue and purple) — as well as a score bonus, you are also



them in your inventory: Saw, Ice Pick, Hammer, Dynamite and Water Bucket.

To place a trap, simply press Fire twice, use up and down to select the trap, then press Fire to hold the trap. Position your spy where you wish to place the trap, hold down Fire and pull the joystick forward. The trap disappears. Once set, either spy may set a trap off.

TRAPS

Hole-In-The-Ice Trick: By selecting the saw, your spy may cut a hole in the ice. Both spies must then avoid that spot.
Booby-Trapped Icicles: Use the ice pick to chip away at a hanging icicle. It'll then fall on the next player to go underneath it.
Ice Water Bucket: Spilling water on the ice causes slippery.spots that are sure to get in your opponent's way.
Dynamite Plunger: Use this to blow your opponent up. The sticks of TNT are limited but they may be used by any spy. The TNT may be buried in the snow in any desired position but remember which ones you buried where because only you may move a stick of dynamite that you buried without it exploding. In order to detonate TNT by remote control you must use the plunger. However, each spy may only use the plunger that matches his colour.



To use your plunger:
1. Find your plunger and store it in your trapulator.
2. Find and bury sticks of TNT.
3. Watch the movements of your opponent. If he gets near the TNT you have buried, access the trapulator and select the plunger and set it off at the right time.

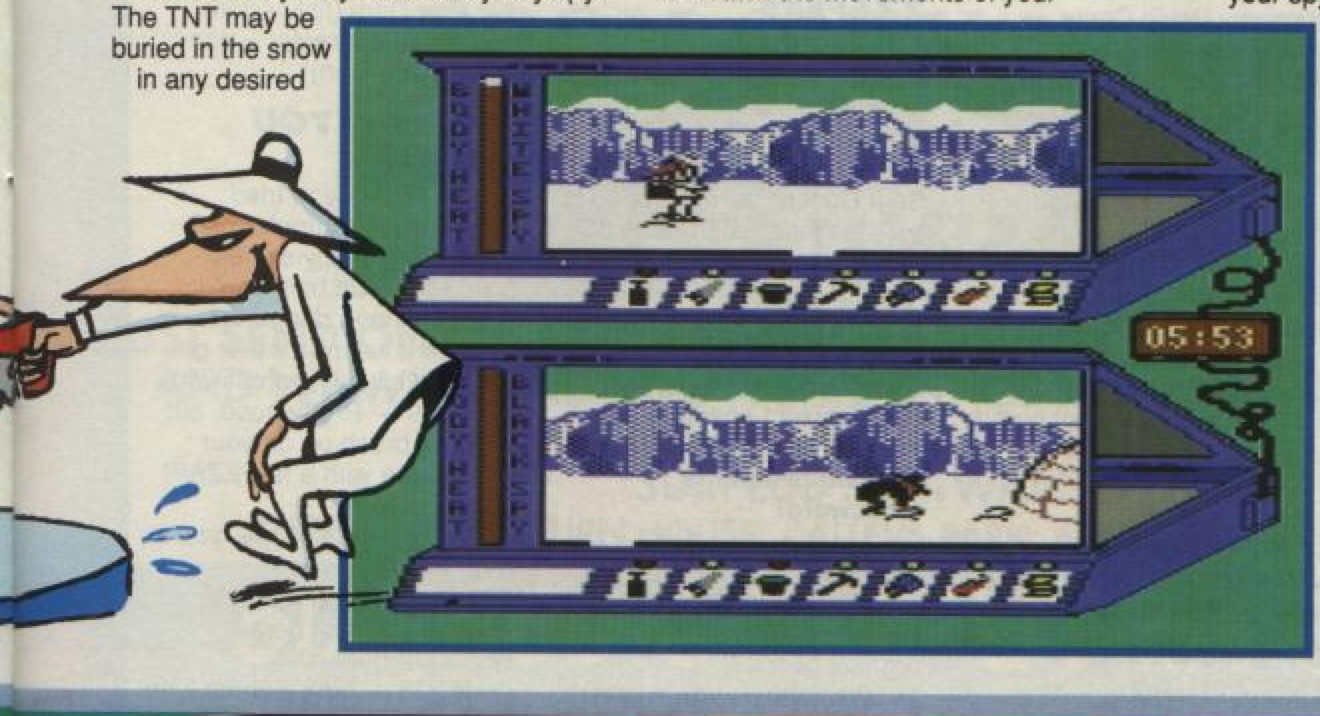
MAP

You may, except when both spies are on the same screen or you are in 'Snowball' mode, read your map.

Shown on the map are:
1. Flashing area showing where you are.
2. A dotted line showing the last few ideas that you visited.
3. Quadrants containing white squares show the location of the three required objects and/or the launch briefcase.

LOSING THE GAME

You must keep a careful eye on the temperature of your spy. If the level of the mercury reaches the bottom of the thermometer, your spy freezes to death. You can raise the body temperature of your spy by either avoiding the items that lower your temperature such as snowballs and walking in deep snow, or find and enter an igloo that has a fire in it and stand by the fire.



ENDGAME

The game ends when either your spy dies or he leaves the Arctic in the escape rocket. You may only enter the rocket if you have all three items required and the launch briefcase. To enter the rocket , simply walk up to the entrance. If any of the items are missing, you'll be persuaded to go and find them!!!...

rewarded by the box magically emptying.

If you get the combination shown under the BONUS text, you'll get a nice surprise: extra score, entry to the next level, more room in the box or even the Rainbow bonus.

At every 100 points all the blocks are dropped down one line and at every 1,000 points you'll get to the next level. Score enough and you achieve fame on the hi-score screen. If you play in two-player mode, the winner's name will be asked first. Name is typed on the keyboard (maximum ten letters).

That's it — have a nice time with this mind-melting brain-bother, we think it's the best puzzler we've seen in months and an absolutely superb two-player game!

DOUBLE DRAGON III DEMO

(Storm)

The latest episode in probably the most successful beat-'em-up series ever. There are even plans to turn it into a movie!

In this great playable demo (thanks to Storm), you take control of Billy, Jimmy or both (with a friend!). Visit the Weapons Shop to spend your coins on extra guys, weapons or special moves, before biffing your way through the city.



You have a number of nifty moves available by pressing the fire button with a direction:

Fire	Punch
Fire & Left	Kick left
Fire & Right	Kick right
Fire & Up-Left	Jump left — jump kick if joystick held in position
Fire & Up-Right	Jump right — jump kick if joystick held in position

TAPE CLINIC

Is your marvellous New Year Megatape not performing as it should? Have you checked and cleaned your tapeheads but there's still no go? Well, no worries, just bung it in a Jiffy bag and send it to the address below for a spiffing new replacement tape: *ZZAP! Megatape 24 Returns, Spool Duplication, Unit 30, Deeside Industrial Park, Clwyd CH5 2NU.*

Masterblaster Answers!

A) SPORTING CHANCE

Award yourself 2 points for each correct answer.

1. *Tenth Frame*
2. *Peter Shilton's Handball Maradona*
3. *Manchester Utd Europe*
4. *Hardball*
5. *Ferrari Formula One*
6. *Graham Gooch's Test Cricket*
7. *Barry McGuigan's World Championship Boxing*
8. *Emlyn Hughes International Soccer*
9. *Enduro Racer*
10. *Daley Thompson's Olympic Challenge*

B) FIND THE WORD

2 pts for each missing word.

1. Action
2. Racer
3. Star
4. Rider
5. Fox

C) APPETISING ANAGRAMS

1. *Turrican* — 2 pts
2. *Tie Break* — 2 pts
3. *Manic Miner* — 2pts
4. *Beverly Hills Cop* — 5 pts
5. *Psycho Soldier* — 10 pts

D) CONNECTIONS

5 pts for each correct connection.

1. All feature simultaneous two-player action.
2. They have all been on the ZZAP! Megatape.
3. Their sequels were released by a different software company.
4. They were all the subject of ZZAP! covers.
5. All wrote a 'diary of a game' in ZZAP!!

E) ODD ONE OUT

5 pts for each odd one pointed out.

1. *X-Out*; the others were all the subject of legal disputes.
2. *Blade Runner*; this wasn't based on a film, but the soundtrack instead!
3. *Sly Spy: Secret Agent*; was released in C64 bundle — none of the others ever saw the light of day.
4. *River Raid*; the others were written by David Crane.
5. Ian Rush; the others all licensed their names to computer games (*Brian Jacks' Superstar Challenge, Jack Charlton's Match Fishing, Geoff Capes' Strongman Challenge*)

F) FUZZY FACTS

3pts for each fact.

1. USA and Majorca.
2. Sandra Boe.
3. McDonalds (they got bored of Burger King).
4. Dave Birch.
5. Clyde Radcliffe Exterminates All The Unfriendly, Repulsive, Earth-ridden Slime.

G) UNCOVER THE COVER

3pts per cover.

1. Issue 33, January 1988.
2. Issue 61, May 1990.
3. Issue 66, October 1990.
4. Issue 65, September 1990.
5. Issue 14, June 1986.

H) SPOT THE SPRITE

1. *Blood Money* — 2 pts
2. *The Real Ghostbusters* — 2 pts
3. *APB* — 2 pts
4. *Draconus* — 2 pts
5. *Stormlord* — 2 pts
6. *Dynamic Duo* — 10 pts
7. *Ninja Spirit* — 2 pts
8. *Hammerfist* (Metalisis's backside!) — 5 pts
9. *Citadel* — 2 pts
7. *Thundercats* — 2 pts

I) KNOW YOUR ZZAPERS

1. A Fiat Panda — 2pts.
2. Robin was caught red-handed! — 2pts.
3. Star Trek — 2pts.
4. No it's not Blodwyn but Sam Luxford (as mentioned in the *Vendetta* tips in Issue 64!. — 10pts for 'Sam'.

J) CRYPTIC CROSSWORD

Award yourself 5 pts for each correct answer — that's a total of 100 points if you completed the crossword!

ACROSS

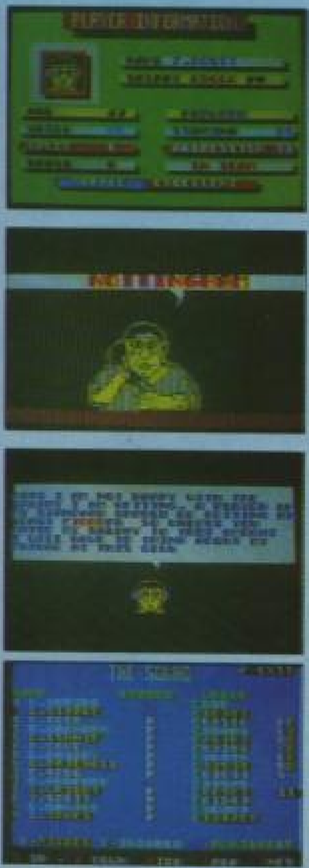
6. *Revs* (flippin' obvious)
9. *Snowstrike* (winter industrial dispute, geddit?)
11. *Diamond* (I know what you were thinking!)
15. *(The) Rats* ('star' spelt backwards)
16. *Stormlord*
18. *Salamander* (anagram)
19 and 22. *Street Fighter* (groan!)
21. *Rygar* (anagram)

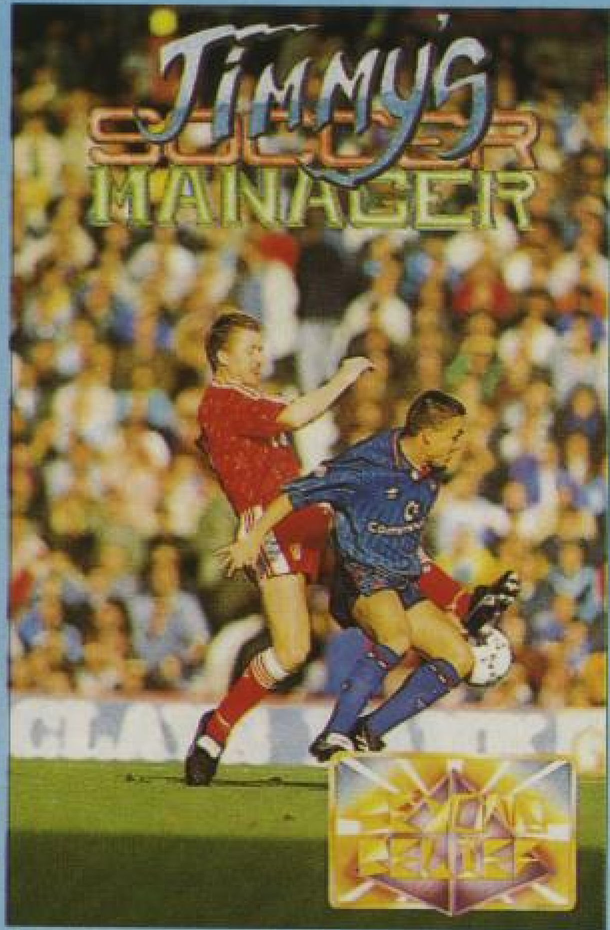
DOWN

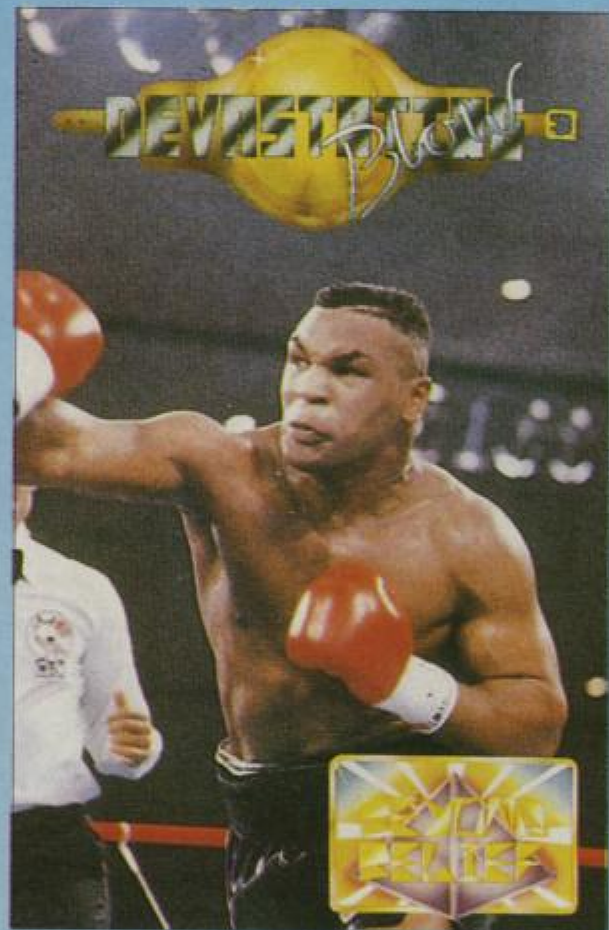
1. *Mercs* (Mercedes)
2. *Ra* (*Curse Of*)
3. *Ace*
4. *Rebel* (James Dean film, 'Rebel Without A Cause')
5. *ESWAT* (!)
7 and 14 across. *Golden Axe* (guitar = axe!)
8. *Atomino* ('atom in O (nothing)')
10. *Narc* ('ran' (jogged) back = 'nar' + C (Roman numeral for 100 — century))
12. *Driller* (oh dear!)
13 and 20. *Star Trek* (Trekkie Stu did this clue, by the way)
16. *Snare*
17. *Dan Dare* (risk = dare, desperate character = dan (Desperate Dan))

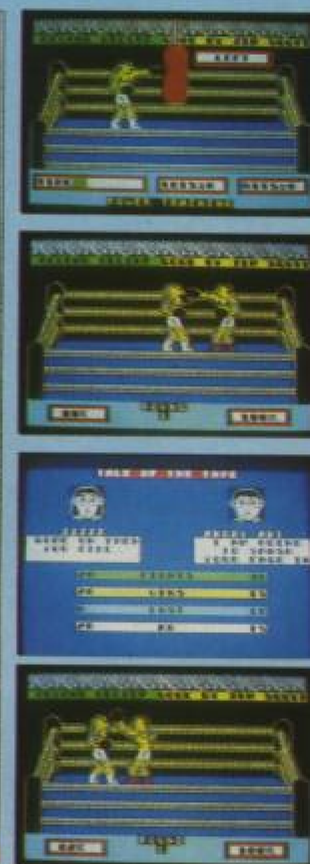
HOW DO YOU RATE?

0–10 — Have you tried turning your computer on?
11–49 — Speccy owner.
50–119 — Not bad, you'd probably have done a lot better if it wasn't for that git Phil and his awful crossword.
120–219 — Pretty good, but why not brush up on your knowledge with a few ZZAP! back issues?
220–277 — Well done, you're a real ZZAP! expert.
278 exactly — A perfect score. You must be a computer genius!
Over 278 — Isn't it about time you learnt to add up properly?

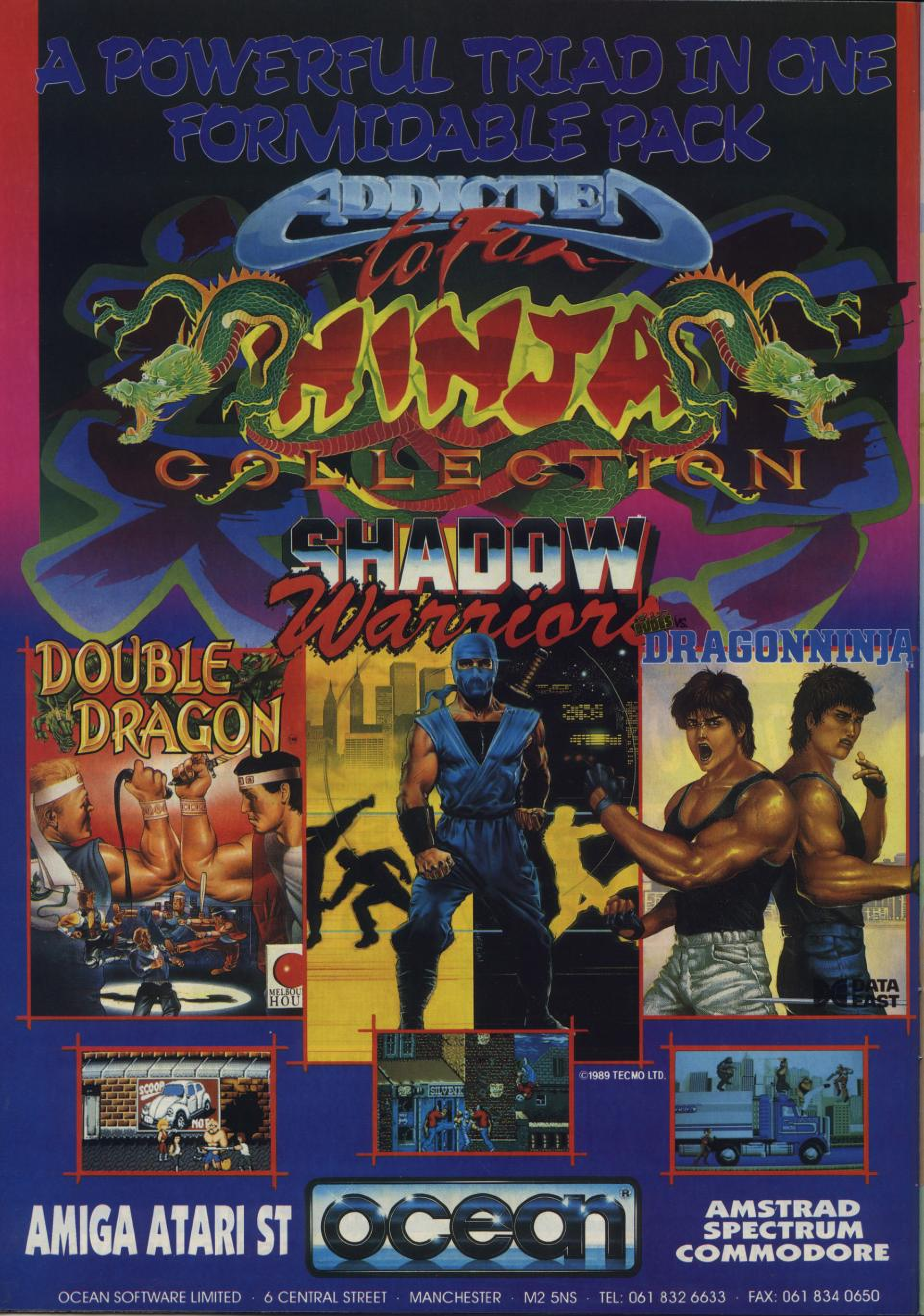








500,000 COMPUTER GAMES


A POWERFUL TRIAD IN ONE FORMIDABLE PACK
ADDICTED to Fun
NINJA COLLECTION
SHADOW Warriors
DOUBLE DRAGON
MELBOURNE HOUSE
DUDES VS. DRAGONNINJA
DATA EAST
©1989 TECMO LTD.
AMIGA ATARI ST
ocean
AMSTRAD SPECTRUM COMMODORE
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

TOKI

Ocean, £14.99 cart only

Despite starring in one of the earliest computer games, albeit as a baddie in the oddly named *Donkey Kong*, our closest relations haven't appeared in that many computer games. We've had stacks of llamas, ducks, rats, a few elephants and even a couple of ninja rabbits, but chimps have been pretty thin on a game. It's a bit surprising: after all, chimps can use tools, swing from ropes, scratch their heads and generally outmanoeuvre Phil any day of the week.

Toki himself is pretty nimble but, erh, his etiquette is just a tad lacking. I mean dealing with your enemies by spitting in their eyes isn't nice, now is it? What's more, when your spit's so acidic it causes them to go up in a puff of smoke it's positively criminal!

You could say a chimp wouldn't know better, but Toki isn't really a chimp, well not under the skin he isn't. You see, he used to be just a regular sort of guy with a really scrumptious girlfriend. But then up popped a magician to steal his girlie away after smartly transforming him into an ape.

Monkey nuts

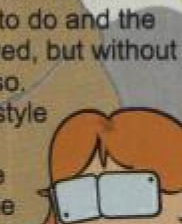
So literally spitting mad, our friend must journey through five levels, each consisting of plenty of leaping from platform to platform, climbing vines, swimming and yes, loadsa gobbin' at zillions of hideous villains. These include numerous mini-mega-baddies, and mega-mega end-level baddies — well, relatively mega. There's also a reasonable range of collectable items to give the usual range of special features: limited invincibility, super flamebreath and so on.

Cartridge power means the arcade's playability is fairly well recreated. The lack of multiload hassle is much appreciated, especially as the early levels aren't incredibly difficult to complete — they're fairly big, though, meaning reasonably good value for money.

Can't compare

The main drawback with *Toki* is simply '*Turrican*itis'. The gameplay offers little new over that mega-game, can't compare in size, and the graphics — well they're pretty varied, but the main sprite is rather splodgy, as are a fair few of the villains. *Toki* is colourful, there's quite a bit to do and the arcade playability is preserved, but without mega-graphics it's a bit so-so.

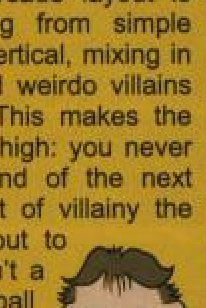
If you're a bit tired of this style of game *Toki* won't amaze you, but if you're a fan of the game-style more of the same probably won't go amiss, especially at a mere £14.99!





● **Weird! Wearing the American football helmet gives you a brief period of utter invincibility.**

As Stu says, *Toki* offers little new and the graphics are a little blurred — they're certainly not as slick as say, *Creatures*, and there's the odd glitch on big villains too. BUT it's certainly playable. The arcade layout is unpredictable, switching from simple horizontal scrolling to vertical, mixing in swimming sections and weirdo villains every now and then. This makes the urge to progress quite high: you never know what's at the end of the next screen — nor what bit of villainy the baddie sprites are about to spring on you! *Toki* isn't a classic, but its oddball theme is appealing, playability is good and the price not bad. Worth a look.



● **Mid-level guardians are numerous, tough and quite varied — although the graphics could be a little sharper!**



PRESENTATION 70%
Two continue-plays and instant access, but limited glitz with minimal intro pizzazz and interlevel hype.

GRAPHICS 79%
Varied and reasonably imaginative, but not as slick as they could be.

SOUND 74%
Choice of limited FX or a reasonable soundtrack.

HOOKABILITY 83%
Coin-op addictivity soon sets in.

LASTABILITY 81%
A reasonable challenge

OVERALL 82%

A fun little conversion.

SUPER SPACE INVADERS

The original alien invasion may well have been the dumbest attack since Custer last rode a horse, but this time around the aliens are a little smarter — and a heckuva lot better armed. STUART WYNNE tries to save Earth one last time...

Domark, £10.99 cassette, £14.99 disk

Space Invaders may arouse all the excitement of a Metro 0.1 nowadays, and a remixed version can't be *that* good can it?

The disk is put into the drive with real trepidation, the 1541 whirs a bit and whammo! Stunning intro sequence which begins with your hurtling through space, credits scrolling by, brill loading screen and then some very impressive parallax scrolling. It's not astonishingly innovative, but it certainly gets your attention and sets a super-slick standard which carries over through the game as a whole.

The *Space Invaders* essentials are the same as they've ever been. One or two



● Stage 1, you need to wipe out the fleet to carry on, don't forget to watch for the spaceship, shoot it to drop a weapon.

● CATTLE MUTILATION: Wipe out each wave to stop them kidnapping the cows — This is the bonus round.





● This impressive title screen sets the standard for the game, an excellent conversion and well worth buying.

Full marks to Domark for a superb conversion of the Taito coin-op de luxe remake. It's true to the original *Space Invaders* in basic gameplay, but has a stack of new features and is beautifully presented.

The backdrops are gorgeous, depicting various space and planet scenes, while the sprites are all well drawn and carefully animated.

It's also extremely playable, being fast and challenging. The simultaneous two-player mode adds a new dimension to the classic shoot-'em-up, and the other features such as special weapons, end-of-level guardians and *Galaga*-style beaming up of your cattle(!) all help in making this a great game.

It just goes to prove the old ones are the best, and that these classic games can be souped up into quite something.



SIZZLER



● When you collect a special weapon from the pyramid type spaceship, you get a variety of different ones, in this case you get four shields, just like the original game.



players control guns which can move left/right across the bottom of the screen, trading laser bolts with the descending aliens. The guns can't move forward, unlike Electra's *Better Dead Than Alien* remix of the *Invaders* format, but they now have a super-weapon — activated by pressing down on the joystick.

You collect the spanking brand-new hardware by shooting a rotating pyramid which flies across the top of the screen. There's a spectacular smart bomb, four laser beams which bounce around the screen, a hyper laser which knocks out a whole row of aliens and a vertical laser that fires upwards, erasing all the aliens in its way. Other goodies include extra lives, freeze enemy and a collectable which gives you some much-needed bases to hide behind!

Whirligig Xenos

The game is structured in 12 multiloaded levels, each with its own superlative backdrop — they really are works of art. But there's no time to ogle — the alien attack begins immediately the loading finishes.

There are three Attack Waves in each load, with over a dozen different ways of attacking, from the standard 'left/right then descend' march to a swirling, circular 'polar' attack.

The alien ships vary substantially and some of them expand when hit! All these ships are shown in a great little booklet which comes with the package, enhancing superlative in-game presentation.

It also contains drawings of the super-monsters or Guardians. There are three of these described in the book, and very mean they look too, but they look even better on screen: superbly drawn, quick moving, brilliantly animated — and very tough! Getting through to these monsters is a real graphical treat and they compare to any C64 villain we've seen, even those in *Turrican*.

The only problemo is that there's not more of them! When you complete a level you either get one of these monsters to defeat, or the hilarious Cattle Mutilation screen where aliens nip down to carry off cattle! You must defend the moo-moos for loadsa bonus points, but fortunately you can't die on this bonus screen! Unfortunately both end-level scenes are multiloaded, which isn't so bad on disk but tape could be a bind. I asked Domark about this and they promised a radical new system using an automatic sort of fastforwarding, on your datasette!, which should make things a lot quicker

Invasion routes

Should all the variety of alien hardware still not be enough for you, hold on to your socks because the new restyled *Invaders* also offers you a choice of how to progress through the levels. When you begin the game you get to choose which of two loads to begin with, then whenever you complete a level there's a neat whirling around of the map and you're given a limited choice where to go next.

In short, *Super Space Invaders* is amazing. *Space Invaders* really has been hit by lightning, becoming not only a hugely playable update of the original, but also one of the slickest C64 games to come along in some time.

A great game in one-player mode and even better in two-player mode, this is simply unmissable. Domark have started '92 in astonishingly good style!



● As you progress through the stages, the backdrops change, here you are on the moon, with the Earth in the backgroud. Kill those Aliens and save the world.



PRESENTATION 90%
Brilliant opening sequence, simultaneous two-player mode and choice of keyboard or joystick help compensate for heavy multiloading. Radical tape loading system for improved speed.

GRAPHICS 92%
Superlative backdrops, great aliens, brilliant end-level guardians. A real treat for your peepers!

SOUND 62%
Okay intro tune, the usual blip-blap FX.

HOOKABILITY 92%
C'mon, could there be a game easier to get into?

LASTABILITY 88%
12 levels with a choice of routes makes a reasonable challenge, and it's so playable you'll come back even if you finish it.

OVERALL 90%

Brilliant!

THE SIMPSONS
Bart Vs The Space Mutants



● Our hero Bart Pops into the toy shop to have a look at what they have to offer

It's up to Bart to save the planet from the Space Mutants, a bunch of slimy horrors taking over the bodies of Springfield residents and building a weapon to take over the world.

On each level Bart must perform specific tasks. Firstly, he must free his neighbours from the mutant parasites. And how do you spot the mutants? Dip into Bart's inventory and select the X-ray specs. Springfield is overflowing with objects to collect or buy — cherry bombs, rockets and wrenches are just some of the wares on offer from numerous shops.

To free a person from their mutant inhabitant, leap onto their head! The reward for this is 200 points and a Proof of Existance token. Tokens are important as they light up the name of a family member, who'll help Bart in his mission. On Level One freeing six mutants liberates Maggie. Secondly, a set goal must be achieved, this involves collecting or ruining objects the mutants need to build their machine. In Level One's Springfield the mutants are after anything purple and knock Bart down if he gets in their way, depriving him of vital energy.

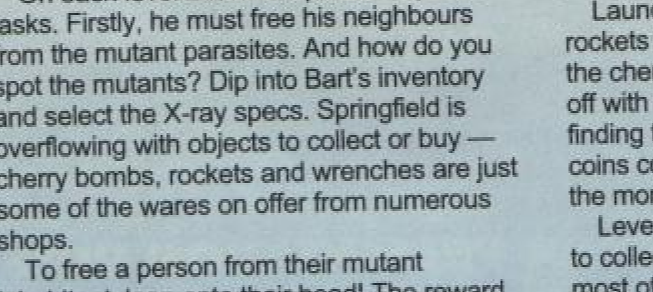
Bart finds spray cans to change purple objects to red, but not everything will be changed using paint, and so extra brain power comes into play.

Laundry can be used to hide purple things, rockets should be shot at the monument and the cherry bomb destroys aliens. Bart starts off with 10 coins and he can get more by finding them and doing things. For every 15 coins collected, an extra life is awarded, and the money is also used to buy things.

Level Two is the Shopping Mall with hats to collect. Some are just lying around, but most of them Bart knocks off people's heads. This level is tests your joystick to the limit with lots of leaping between moving platforms.

The aim in Level Three is to collect balloons from Krustyland Amusement Park. If Bart picks up a sling-shot he can also take aim and fire. Sideshow games involve bursting balloons, but he pays to take part in this. This level also features a devious puzzle game called Dizzy Doors, a real mind-boggler where activating one door turns some the right colour, others the wrong one, and you can't continue until it's completed.

At the end of the level there's a tricky platform section over organ pipes blowing gusts of air. Time your leaps to make the most of the wind otherwise you'll never make it.



● Here's Bart dude testing out them X-ray specs

Crawling curators

It's night-time and Bart must collect all the exit signs from the Museum in Level Four, while avoiding crawling mutants. Watch out for exhibits coming to life and laser alarm sensors — be careful.

Level five is set in the Nuclear Power Plant where Homer works. All the Simpson family help Bart to return the nuclear rods to the reactor. Don't have a cow man!

Getting this far isn't easy though. Level one is a real demon with loads of little things to do, not all essential, but often tricky to work out. Yet even if you're not into the Simpsons, you will have no trouble getting involved. Just like his cartoon original he is cheeky and rude. If you deposit a coin in the telephone box, Bart will ask to speak to Jock, when asked Jock who? Strap. Mo falls for it everytime — just like the cartoon.

he game itself can be descibed as tricky. There's lots of precise jumping and there isn't much room for mistakes. When you start discovering things, making use of objects, finding hidden treasures it really comes alive. Achieving an objective is satisfying because the games producers have certainly not made it easy (especially some of the platform elements.)

The backdrop for the game is mediocre and it is not easy to see just where Bart can jump to. If you like your games packed with flashy graphics and quick, brainless action *The Simpsons* will drive you up the wall. But if you've got a bit more intelligence than the average editor this tough, but extremely playable game will keep you entertained for ages.



PRESENTATION 76%
Good intro loading and levels are big enough to make multiloading not too off-putting.

GRAPHICS 85%
Colourful and varied.

SOUND 70%
Good Simpsons tune while loading, in-game FX are reasonable.

HOOKABILITY 83%
First level is packed with things to do, immediately intriguing and challenging.

LASTABILITY 86%
Five big levels with lots of tricky task to perform. Will send some mad, but many will love it1

OVERALL 85%
A highly playable arcade adventure.

STRATEGO

Accolade, £5.99 cassette, £7.99 disk

As I've never had the opportunity to play the 'classic' board version, this review is going to take me flippin' ages as first I've got to learn all the rules and then attempt to have a reasonable game. Cheers Stu!

Later...

Much later...

As expected, the dramatic, bloodthirsty packaging and scenario are as misleading as a *Neighbours* endorsement (another 'fun' assignment from the Ed!). If you're looking for blood, guts and the charge of the Light Brigade you've got the wrong game. Much depends on your imagination in this game of squares, memory and guesswork. But like chess, once you've learnt and understood the various rules it proves to be an enthralling game.

The game begins with two armies of 40 pieces opposing each other on a battlefield separated by two lakes. 33 of the pieces are ranking members of the army, ranging from a Marshall (1) to a weakling Scout (9). To attack, move your piece on to your opponent's square and the highest-ranking piece will displace the lower. Sounds easy, but the computer's pieces are unidentified until engaged in combat — so your initial attack must be blind.

Each side also has six bombs and one flag. Obviously I wouldn't advise you to attack a bomb — well, unless you're an



● **Different battlefields add variety to a superb conversion of the neat board game.**

Editor! — because whatever the rank of your piece it's removed from the board. This rule cleverly prevents you simply using your most powerful pieces to decimate enemy ranks at the start — it makes more sense to explore with low or mid-rank pieces.

Some pieces have special powers: Miners defuse bombs, Scouts can move



● **The inability to see the ranks of your opponent's pieces makes for great suspense and cunning strategy.**

If you're looking for something a bit different, *Stratego* is well worth a look, successfully mixing elements of battleships and chess. Like them, the decision to ignore strategic realism avoids fiddly simulation detail — instead you have just the core gameplay which isn't half-bad. Admittedly the graphic quality could be clearer, but being in charge of lots of people who aren't always having a go is a real pleasure!



any number of unoccupied squares and a Spy can remove a Marshall if it attacks first — but having no rank itself, when attacked it automatically loses.

You can win in two ways: either moving a piece onto your enemy's flag, or alternatively by trapping the enemy so he can't move any piece legitimately. But of course the enemy can do this to you too!

On the firing line

At the start, the computer's army occupies the top half of the battlefield and your army occupies the bottom. Experts will prefer to set out their pieces individually, but for beginners this is a bit time-consuming as the joystick/pointer control is fiddly.

Thankfully, there are thirteen standard setups to choose from, each sounding more exciting than the last: 'Blitzkrieg! Your most powerful pieces assemble in the first row; several Miners join the forward deployment. Well-dispersed Bombs are a smoking black invitation to an opponent's recklessness.' You can also save your own start-up positions.

A big advantage to the game is the five skill levels, rising in intelligence through the ranks with Marshall being the smartest (a bit unrealistic this!). There are plenty of different options to explore and eventually you'll feel confident enough to undertake a campaign, consisting of a series of five battles, each more difficult than the last.

Fog of war

Unsurprisingly for a strategy game, the graphics are uninspiring but owners of dodgy TVs should beware: the numbers identifying the ranks of your pieces are a little indistinct and could send you as short-sighted as guess who! However, after a bit of fiddling around with my TV I got it working fine, but no amount of volume twiddling will improve the minimalistic sound effects.

Another disappointment is the lack of a two-player game — sadly no chance to show up the Ed! But these are minor niggles, this is a contest that demands your full attention, careful planning, thorough deception and well-timed boldness. Well worth a look for anyone with reasonable intelligence,



PRESENTATION 80%
Very nice loading screen — viewed from a distance. Good use of menus. Save game, save preset, undo move and replay move options.

GRAPHICS 59%
Primitive 'square' soldiers and unclear ranking figures.

SOUND 57%
Okay intro tune and a pleasant bomb sound when you blow up your opponent.

HOOKABILITY 83%
Easy to get into for this sort of game and soon becomes compelling.

LASTABILITY 75%
Plenty of variations on the game, but could become a little bit samey once you work out the computer player's approach.

OVERALL 76%

A fairly slick 'transcription' of a good board game.

fun school 3

Learning is now even more fun!

Fun School 3 is everything you – and your children – ever wanted from educational software: **SIX** challenging programs in each pack which fulfil the exacting requirements of the National Curriculum. Plus: Stunning graphics; exciting sounds; carefully structured levels so your children can have fun and learn at their own pace. And all are designed by the winning team which created **Fun School 2**, the biggest-selling educational package ever!

On sale at top dealers nationwide. Selected formats available at larger branches of WH Smith and Boots.



Under 5s



Count up to nine to help teddy get the honey



Pair the large letters at the alphabet fair



5 to 7s



Tell the time and watch the clock come alive!



Guide the frog from log to log to solve the sums



Over 7s



Correct spelling, grammar and punctuation mistakes



Follow the directions to find the buried treasure



• Atari ST • Amiga • PC • Amstrad PCW
£24.99
• Spectrum • C64 • Amstrad CPC
£12.99 (tape) £16.99 (disc)

DATABASE EDUCATIONAL SOFTWARE

Format	Under 5s		5 to 7s		Over 7s	
	Tape	Disc	Tape	Disc	Tape	Disc
Atari ST		9490		9491		9492
Amiga		9921		9922		9923
PC 5.25"		5891		5892		5893
PC 3.5"		5894		5895		5896
Amstrad PCW		5211		5212		5213
Spectrum	9084	9085	9086	9087	9088	9089
Commodore 64	9076	9077	9078	9079	9080	9081
Amstrad CPC	6189	6190	6191	6192	6193	6194

***Send to:** Database Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB. Order hotline: 051-357 2961*

Please supply Fun School 3 for the code number(s) circled

☐ Cheque payable to Database Software
☐ Please debit my Access/Visa card no.

REF.ZZ Expiry date:

Signed

Add £2 per program for Europe & Eire (£5 Overseas).

Name

Address

Postcode

RRap

• Your chance to spout forth on the C64 world...

It never ceases to amaze me how many celebrities read ZZAP!. And they all write in to my humble self every month! And this time we've got more stars than usual in the Rrap. Yes, as a once only treat for the New Year, Lloydian Mangramanus (no relation!) tells you your stars and advises you on C64 reading matter!

STREET TALK

Dear Lloyd
I just want to tell all your readers that I'm really not at all boring and if you imply it I'll sue. I have many hobbies including acting in Coronation Street and taking newspapers to court. My acting is not at all wooden; I feel my personality comes over well in the highly interesting character, Ken Barlow. I also own an Amstrad CPC.
Bloke Who Plays Ken Barlow, The Rovers Return, Weatherfield.

I love Coronation Street. My favourite bits are the scenes in Rita's Kabin: I keep trying to spot ZZAP! on her magazine shelves, but all I've seen so far is CRASH! I must say, Bloke Who Plays Ken, you're definitely one of my favourite characters — after the old lady walking down the street at the start, that is.
LM

MAIL ORDER MISFORTUNE

Dear Lloyd
Boy oh boy, you lot at ZZAP! nearly gave me a coronary. There I was sitting at home when a load of bumph from some solicitors named Kidsons Impey arrived in the mail, waffling on about Newsfield going down the pan.

I couldn't believe it at first and I couldn't understand 99% of the jargon they used. What I could make out from the 30+ pages of A4 they sent was that they were asking me to make a claim for loss of money. Supposedly they meant the money I lost ordering *Out Run Europa* through Zzuperstore, which leads me to ask you, (for a second time, 'cos I wrote a letter in October but of course there was to be no November issue), am I going to get my game or have I lost my money forever? Please print a reply, I am sure I'm not the only reader in this position.

Anyway, two boring, Zzapless months passed and to tell you the truth I had given up hope of seeing you again so you can imagine my surprise when ZZAP! 79 plopped onto the welcome mat, certainly an early Christmas surprise. It's great to see you back and it's three cheers for EuroPress Impact

ONE IS MOST AMUSED

Dear Lloyd
One is overjoyed to see one's favourite C64 mag back on sale. Packed with the latest news and reviews it really is the number one in computer entertainment. Please can you send me a copy as my paltry annual allowance won't cover it?
Mrs Queen, Buckingham Palace, London.

Thank you Ma'am, I'm most honoured. I'm one of your greatest fans and much admire your frequent public appearances. Especially the Royal Variety Performance: the way you sang all those songs,told dirty jokes and danced around in a leotard was most entertaining. I also enjoyed your wave! Sadly I can't send free copies of ZZAP! to pampered social parasites.
LM

RUGBY MAUL

Dear Stuart
I have just read the review of *Rugby — The World Cup* in the latest issue of ZZAP! and to be honest I couldn't believe what was written. Is this the same game that got 90% in Commodore Format? How could two reviews be so vastly different? Who did the review? Does he dislike sport games?

I strongly feel that the game deserves a lot more than 36%. It is a great game on the C64, it moves well, it's fast, and though it doesn't have rucks and mauls it was never intended to. That will come with *Rugby II*. This game was never intended to be a technical rugby simulation, it's a game which is easy to play, enjoyable, fast and challenging and captures the spirit of the World Cup.

Commodore Format mentions, 'For a game that moves so quickly, the graphics are impressively slick.' Your review sums up with the comment, 'I suggest booting this woefully inaccurate simulation into touch.'

Other comments throughout the two reviews would make you think that two entirely different games are being played.

Could I ask that you have a look at the game yourself and let our Head of Marketing know your thoughts. Perhaps you might like to print this letter?

Finally, a Happy Christmas to you and the team.
Clare Edgeley, Domark Software Ltd.

Merry Christmas to you as well, Clare. Yes, it is a puzzle how two reviews could be so different. The person responsible (for you to lynch!) for the ZZAP! review is Phil. Far from disliking sports games, he's a great fan of the genre — especially footy, of course. It certainly wasn't that he dislikes rugby either — he loved Audiogenic's World Class Rugby, *also reviewed by him last ish. Unlike Commodore Format, our review also had a second comment by myself which was also fairly negative. In addition the whole team debated and soon came to a unanimous decision about the ratings.*

We stand by our review. As you say, the vastly differing ZZAP! and CF reviews makes you think two entirely games were being played. Well, we know we reviewed the right one — what about Commodore Format?!
SW

Have any readers played Rugby — The World Cup*? Tell us what you think of it!*
LM

for saving you.
I've been an avid fan of ZZAP! since Issue 21 and should be for some years yet. Keep up the good work.
Yours forever (I hope)
Martyn Hicks, Horfield, Bristol

I hope you do get your money back, Martyn, but I'm afraid it's out of our hands now. Mrs Tomkinson at Kidsons Impey is the person to talk to. I've been nagging her for weeks about my redundancy pay — I can't wait for that shiny new 5p piece! I know it's no comfort to yourself but the vast majority of people using the mail order dept did have their cheques returned, only a few people got caught in the fall.
LM

FOREVER INDEBTED

Dear Mr Mangram
I'm so glad to see you're back in employment, even if your annual salary wouldn't feed a family of gnats for a whole minute. Perhaps you'd like to come and see me about your unauthorised overdraft of 5p?
Yours faithfully
Mr S Crooge, Manager, Gnat's Chuff Bank, Ludlow

Thank you for writing, Mr Crooge, and for charging me £15 for this letter. If it's worth that much I'll have it framed and put on the wall.
LM

YO HO HO

Dear Lloyd
I want to make it clear that I really am dead and, as such, in no way responsible for my bad debts and fraudulent business

WINTER CHEER

Dear Lloyd
My story begins here. On a cold and blustery November morning all is quiet, I contemplate in my bedroom about life, the universe and computers in general. Suddenly there is a noise. I explore downstairs. I feel a wind gushing gently through my hair. An artifact is on the hall floor, it had boldly travelled to my doorstep, through the letter-box and into the house. Could it be, yes, it is, ZZAP! 64 Issue 79. Once thought an extinct species, but here it was. My troubles were over, no more lonely nights. This was the start of a new era. So good on ya ZZAP!.
Paul S Fairchild, Somersall, Chesterfield, Derbys.

Thanks, Paul, it brings a tear to the eye to think that our humble efforts make such a difference to your life.
LM

SEEING STARS!

Welcome, oh mystified one, to the mythical mystical mystery of how the stars and planets affect our lives. Did you know that when Uranus is at its nadir, your social life will be severely impaired?
Now, exclusive to ZZAP!, Lloydian Mangramanus tells you your future for the month ahead, using a unique mystical, totally genuine (honest!) method...

● Hello luvvies! Now, first you must discover your sign, determined by your date of birth. This sign is unique to you (and over 8% of other readers) and determines your personality, destiny, taste in (late night) entertainment and which magazines you should read for further mystical enlightenment.

● THE RAM (Mar 21 -Apr 21)

You're a real extrovert and like to get out and (put it) about. You have a great fondness for woolly animals that go baa. Sadly your game-playing performance isn't quite up to it. You need to read those CORKY'S TIPS more carefully to get the edge on your many friends. Hence, I recommend buying ZZAP! every month.
Magic food: raw turnips
Magic TV show: One Man And His Dog
Magic entertainer: Nobby from The Ghost Train
Magic magazines: ZZAP! & Knitting Today

● THE BULL (Apr 22 -May 21)

You talk a lot of it, like certain other computer mags. You must learn not to exaggerate, otherwise people will be disappointed in the end. This month could be particularly bad for you unless you start telling the truth. For honest opinions, I recommend reading ZZAP!.
Magic food: tons and tons of vindaloo curries washed down with 25 million pints!
Magic TV show: Bullseye
Magic entertainer: Jim Bowen
Magic magazines: ZZAP! & The Sunday Sport

● THE TWIN (May 22 -Jun 22)

Somewhere in the world (Milton Keynes to be precise) you have a double who looks just like you, talks just like you, dresses just like you and goes by the name of Miss Whiplash. Your herbal biorhythms indicate a turbulent month ahead. You need some stability in your life. Hence I recommend buying ZZAP! to see all your favourite reviewers and features.
Magic food: banana split with double cream
Magic TV show: Twin Peaks
Magic entertainers: the Alessi sisters from Neighbours
Magic magazines: ZZAP! & ZZAP!

● THE CRAB (Jun 23 -Jul 23)

You have the opposite problem to The Virgin. If you put a fly in the ointment it's no good moaning when it dies. For the month ahead I recommend a course of antibiotics and a good rest. In the meantime, entertain yourself with the handy ZZAP! magazine, full of fascinating features every month.
Magic food: oysters
Magic TV show: Sea Trek
Magic entertainer: no-one, you've got enough company already!
Magic magazines: ZZAP! & The British Medical Journal

● THE LION (Jul 24 -Aug 23)

You're a real wild child, always stalking your prey late at night, moving in for the kill and gulping it down whole. But by day while you may think you're king of the jungle you spend too much time nodding off underneath trees and cleaning yourself. There's only one thing that can open your eyes: ZZAP! — it's fat, it's stripey and it doesn't run away with David Attenborough!
Magic food: Lion bar
Magic TV show: Tales Of Narnia
Magic entertainer: Elsa
Magic magazines: ZZAP! & Gazelle Fanciers' Monthly

● THE VIRGIN (Aug 24 -Sep 23)

You really need to get out more. You



ATARI ST
520ST-E DISCOVERY XTRA PACK

RETURN THE COUPON FOR A FREE! COLOUR CATALOGUE

HARDWARE:
512K 520ST-E + MOUSE £329.99

ENTERTAINMENT SOFTWARE:
FINAL FIGHT - *Arcade Game* £25.99
SIM CITY - *Life Sim* £29.95
9 LIVES - *Arcade Game* £19.95
ROBOT MONSTERS - *Arcade* £20.42

PRODUCTIVITY SOFTWARE:
CONTROL.ACC - *Utility Software* .... FREE
EMULATOR.ACC - *Utility Software* .... FREE
FIRST BASIC - *Programming* £49.99
NEOCHROME - *Art Package* £29.99
ST TOUR - *Tutorial* £4.99

PLUS! FREE FROM SILICA:
TENSTAR GAMES PACK £219.78
PRODUCTIVITY PACK £104.97

TOTAL VALUE: £836.02
YOU SAVE: -£507.02
SILICA: £329

PLUS! FREE HOLIDAY ACCOMMODATION

£329



1040ST-E FAMILY CURRICULUM PACK

The Family Curriculum Pack comes with a 1040ST-E computer and mouse plus 5 software modules (3 titles in each), one for every age range. The combination of education, creative and business software from Atari, plus the FREE entertainment and productivity packs from Silica, makes for a package the whole family can enjoy!

PLUS! *FREE* HOLIDAY ACCOM

1Mb 1040ST-E + MOUSE £399.99
1. PLAY & LEARN £76.59
2. JUNIOR SCHOOL £58.54
3. GCSE REVISION £55.54
4. BUSINESS COMPUTING £159.85
5. CREATIVE COMPUTING £134.97

PLUS! *FREE FROM SILICA*
TENSTAR PACK £219.78
PRODUCTIVITY PACK £104.97

TOTAL VALUE: £1210.23
YOU SAVE: £811.23

£399

SILICA PRICE - INC VAT + FREE DELIVERY

ATARI 520ST-FM DISCOVERY PACK

£259

INC VAT + FREE DELIVERY + FREE TENSTAR & PRODUCTIVITY PACKS

ATARI ST - MORE THAN JUST GREAT GAMES!

FREE! FROM SILICA WITH EVERY ATARI ST

TENSTAR GAMES PACK

The TenStar Games Pack is THE software compendium for Atari ST owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The TenStar Games Pack is FREE! when you buy your ST from Silica Systems.

FREE! WORTH: **£219.78**



TOTAL FREE PACKAGE

TENSTAR GAMES PACK - £219.78:
Asterix - *By Coktel Vision* **£24.99**
Chess Player 2150 - *By CP Software* **£24.95**
Drivin' Force - *By Digital Magic* **£19.95**
Live & Let Die - *By Elite* **£19.99**
Onslaught - *By Hewson* **£19.99**
Pipe Mania - *By Empire Software* **£24.99**
Rick Dangerous - *By Firebird* **£24.99**
Rock 'n' Roll - *By Rainbow Arts* **£19.99**
Skweek - *By US Gold* **£19.99**
Trivial Pursuit - *By Domark* **£19.95**

PRODUCTIVITY PACK - £104.97:
1st Word - *Word Processor* **£59.99**
Spell It! - *Spell Checker* **£19.99**
ST Basic - *Programming Language* **£24.99**

***TOTAL RRP:* £324.75**

FREE! WORTH NEARLY: £325

PLUS! *FREE* HOLIDAY ACCOMMODATION

FREE! SILICA SYSTEMS ST PRODUCTIVITY PACK

Every Atari ST from Silica comes with a FREE Silica ST Productivity Pack, worth over £100. This pack has been specially put together by Silica to help you to get to grips with the productive side of computing from day one. Each title has been tried and tested by tens of thousands of Atari ST owners, who have begun word processing with 1st Word and programming with Atari ST Basic.



1st WORD - from GST £59.99
SPELL IT! - for use with 1st WORD £19.99
ST BASIC - with tutorial £24.99
TOTAL RRP: £104.97

FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Atari ST from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.



SILICA SYSTEMS OFFER YOU

- *FREE OVERNIGHT COURIER DELIVERY:* On all hardware orders shipped in the UK.
- *TECHNICAL SUPPORT HELPLINE:* Team of Atari technical experts at your service.
- *PRICE MATCH:* We normally match competitors on a ''Same product - Same price'' basis.
- *ESTABLISHED 12 YEARS:* Proven track record in professional computer sales.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts available for large orders.
- *SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE:* All of your Atari requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers and software/peripheral details.
- *PAYMENT:* By cash, cheque and all major credit cards.

Before you decide when to buy your new Atari ST computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your ST, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-309 1111**
Order Lines Open:	Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA		**Tel: 071-580 4000**
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737
LONDON (SELFRIDGES):	1st Floor, 369 Oxford Street, London, W1A 1AB		**Tel: 071-629 1234**
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Ask for extension 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-302 8811**
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017

To: Silica Systems, Dept ZAP64-0192-60, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE ATARI COLOUR CATALOGUE

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

Postcode: .... Tel: ....

Which computer(s), if any, do you own? 63B

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

practices.
Cap'n Bob, Davy Jones's Locker

***How thoughtful of you. Hope that million pound pension lasts you well in Argentina!* LM**

TAPE EVIDENCE

Dear Zzappity-do-da!
This letter is written to bring to your attention a matter which is very disconcerting: the resale of the cover tapes which you, and various other inferior magazines of the genre, so generously 'give away' o us worshipping readers, (I'll keep this short honest!).

The perpetrator in question operates from 'The Portland Centre' in Carlisle, Cumbria. He only 'works', (I use that term very loosely), on a Saturday. Around the back of the 'Centre' is an area for a car-boot type of sale, and he has a selection of records, tapes, games and a ton of the aforementioned cover tapes, for sale!

Anyway, that's it, I just thought you should know about what is happening to some poor unsuspecting computer game buyers out there. Little knowing he/she could buy your great mag and get the tape for the same price!

Oh! I'd appreciate withholding my name and address for obvious reasons — the reasons for which I think you'll understand that I don't contact the police — so its now up to you.

There's probably more people like this crook out there doing the same thing, so I advise readers to write in and tell you about them so another branch of piracy can be stamped out!

Anyway, I appreciate your time, good luck for the future, I've been with you from the start and I'll probably be there when you celebrate your 10th B-day.

Bye! Bye!
A Nonymous, Anonyville

***Thanks for informing us about this 'trader'. What he's doing is strictly illegal: the resale of ZZAP! Megatapes infringes our copyright. As you say, he's also ripping off unsuspecting punters. I'll try to see if something can be done about this; no doubt your local Trading Standards office will be interested in this man's activities.* LM**

Whoops! There was a little hiccup in last month's Rrap: I gave you the wrong address to send your letters to! Make sure you send your letters to *EuroPress Impact, Lloyd Mangram, ZZAP! Rrap, Ludlow, Shropshire SY8 1JW.* Whatever, you do, DON'T put 'Newsfield' on it — otherwise it'll be nabbed by the Receivers!

Next month there'll be £40 worth of software awarded for each of the best TWO letters, so get writing!

SEEING STARS!

need more than a hand to let you experience life's joys. Get in there and fill yer boots up. Stand up and be counted. Don't be shy, go for what you fancy and make sure you get it. For once, ZZAP! can't help you, although it's a brilliant read in bed.
Magic food: whipped cream
Magic TV show: Late night continental movies starring Romy Schneider
Magic entertainer: Saucy Sue
Magic magazines: ZZAP! & Big 'N' Bouncy

• THE SCALES (Sep 24 –Oct 23)

You like to weigh things up carefully before you make decision — should I go for a bird on the hand or two in the bush? Unfortunately you sometimes take so much time you end up with neither. You need someone to help you make the right decisions quickly: yes, you need ZZAP! with its in-depth reviews and decisive ratings.
Magic food: Woolworths' Pic 'n' Mix
Magic TV show: Rumpole Of The Bailey
Magic entertainer: Pete Beale
Magic magazines: ZZAP! & Weightwatchers

• THE SCORPION (Oct 24 –Nov 22)

You're like a naturist guru on a bed of nails — there's always a spike on your bum! You're never afraid to stand up for yourself — it's too painful to sit down anyway. I put it down to wiping your posterior with inferior paper — including certain other computer mags. What you need is ZZAP!: it's soft, it's long and it's kind to your ringpiece!
Magic food: curry
Magic TV show: Bottom
Magic entertainer: Anneka Rice
Magic magazines: ZZAP! & Spankers' Monthly

• THE BLOKE WITH A HORSE'S BACKSIDE (Nov 23 –Dec 21)

You were in a pantomime when you lost your front. Be careful what you eat or you'll get the trots (ho ho!). You like to be ridden hard and long with rhythmical beatings with a leather whip to urge you on. But watch your strides or you'll end up in the knackers yard. Read ZZAP! for the hot tips and avoid the glue pot!
Magic food: Quaker oats
Magic TV show: Trainer
Magic entertainer: Harvey Smith
Magic magazines: ZZAP! & The Sporting Life

• THE GOAT (Dec 22 –Jan 20)

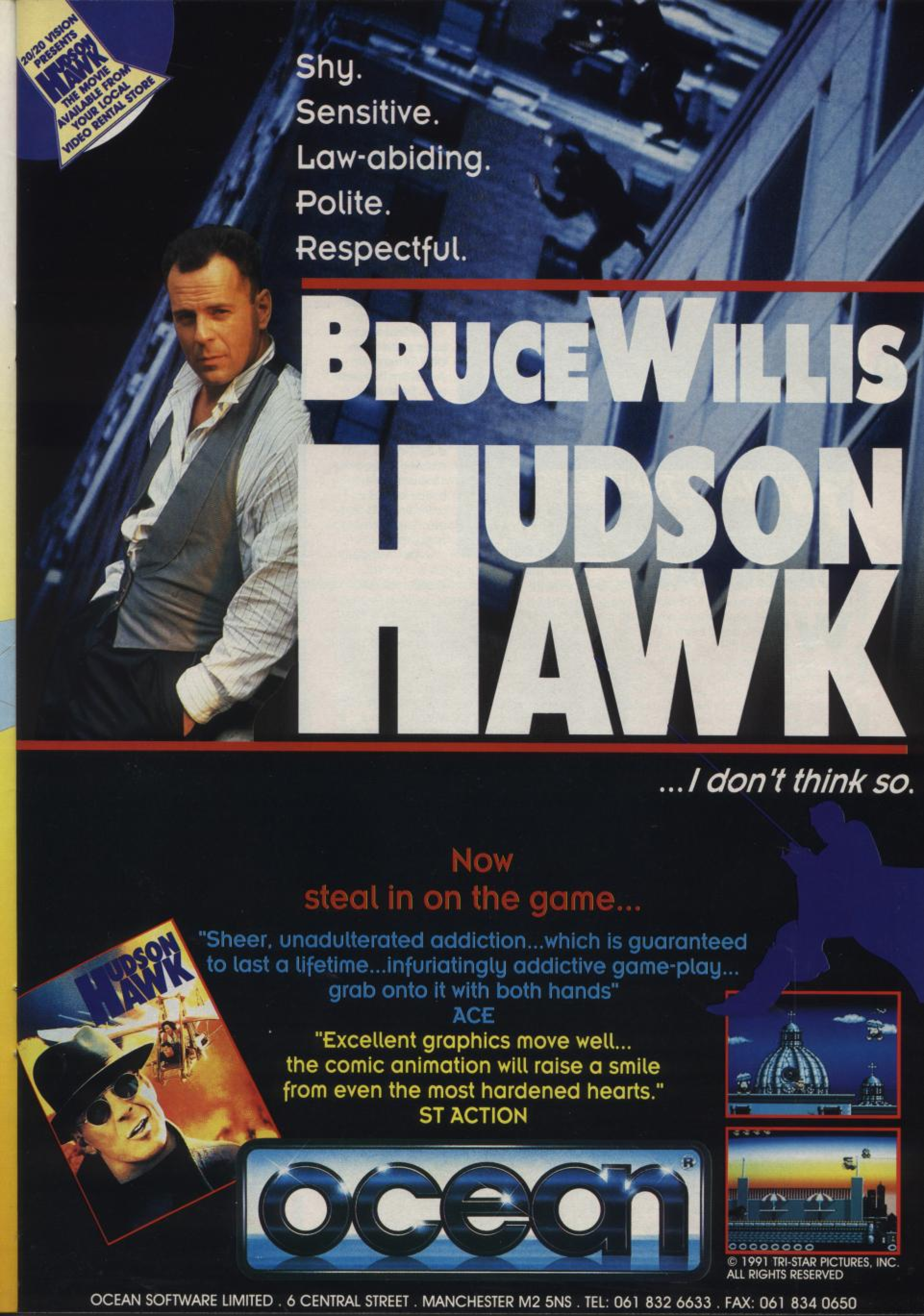
You have a tendency to butt in when you're not wanted — just like Paul Gascoigne. This could be due to your sheltered early life with your nanny, which could also explain your stupid little beard — didn't you know they went out of fashion 30 years ago? One day you'll have kids of your own — make sure little Billy doesn't bump into any trolls; get him reading ZZAP!, the mag with all the best adventure tips to avoid such vile monsters.
Magic food: anything
Magic TV show: Home & Away
Magic entertainer: Julie Andrews
Magic magazines: ZZAP! & Lawncare Yesterday

• THE POOR SOD WHO HAS TO CARRY BUCKETS OF WATER (Jan 21–Feb 19)

You are so gullible you even believe Oli North! You're easily misled by dodgy literature which could get you into all sorts of trouble, including buying chronic computer games on the recommendation of certain other magazines. You need honesty and reliability: this can be obtained by buying ZZAP! every month — you'll never feel ripped off again.
Magic food: boiled slugs (the restaurant called it 'L'escargot Surprise'
Magic TV show: You've Been Framed/Beadle's About
Magic 'entertainer': Bruce Forsyth
Magic magazines: ZZAP! & Severn-Trent News

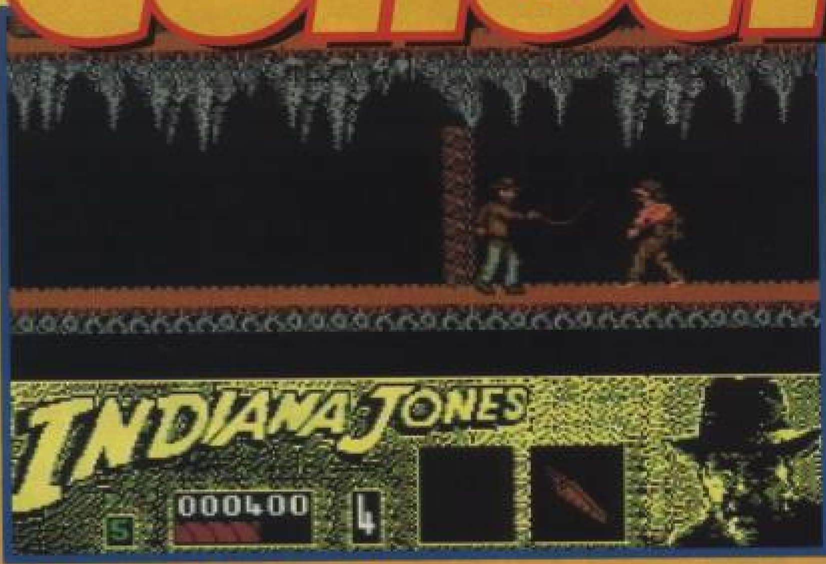
• THE FISH (Feb 20 –Mar 20)

You really must calm down. Even though you have a simplistic lifestyle, you keep gaping for air. Your love life isn't going too well, but one can one expect with a gob that reminds people of Mick Jagger on heat? To stop yourself from sinking further to the bottom, go for the quality magazine that always rises to the top: ZZAP!, of course.
Magic food: Tetrafin
Magic TV show: Billy The Fish
Magic entertainer: Michael Fish
Magic magazines: ZZAP! & Tropical Fishkeeping


20/20 VISION PRESENTS HUDSON HAWK THE MOVIE AVAILABLE FROM YOUR LOCAL VIDEO RENTAL STORE
Shy.
Sensitive.
Law-abiding.
Polite.
Respectful.
BRUCE WILLIS
HUDSON HAWK
...I don't think so.
Now
steal in on the game...
"Sheer, unadulterated addiction...which is guaranteed to last a lifetime...infuriatingly addictive game-play... grab onto it with both hands"
ACE
"Excellent graphics move well... the comic animation will raise a smile from even the most hardened hearts."
ST ACTION
HUDSON HAWK
ocean®
© 1991 TRI-STAR PICTURES, INC. ALL RIGHTS RESERVED
OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650



The winter Collection



SUPERHEROES

Domark, £14.99 tape, £19.99 disk

Why are superheroes always so big, butch and beefy? Why can't there be the odd weedy wimp or three to even things out a bit? (Are you up for audition then, Ade? — Ed) If you've ever wondered what it's like to be brave and fearless, with nerves of steel and muscles popping out of your polo neck, then *Domark* are ready and waiting to tickle your palate with a quick-witted quartet, a box of booty to be sure! Yes, believe it or not, four superheroes for the price of one!

In ***Indiana Jones And The Last Crusade*** (72%, Issue 55) you control the hat-wearing hunk himself, complete with stubble aplenty and one well-wicked punch. In the first of four varied levels, Indy searches maze-like caverns for the legendary Cross of Coronado. There's a whole series of perilous obstacles and nasties. Indy swings from ropes, dodges falling stalactites, avoids deadly water traps and whips gun-toting baddies. If it starts getting dark down below, there are torches to collect.

Once the Cross is in his huge, sweaty hands, Indy finds his way out of the caves and races over the top of a passing train! Not a British Rail type affair, that's for sure. This one's a circus train packed with rhinos, giraffes and the like who insist on sticking their heads out of the carriages.

Level Two takes Indy deep within the catacombs, in search of the Crusader's Shield. Only a true superhero is able to do battle with man-eating rats, race through flame-filled tunnels and avoid flashes of lightning.

Onto Level Three, an airship, trying to locate the Grail Diary that Indy's father lost there. The Nazis are after him now, but by collecting the various passes lying around he can quietly tiptoe past alarms without setting them off.

The final level takes place in the Grail Temple. Dr Jones Snr has been shot. If his son doesn't get the Grail to him in time he'll pop his clogs! Time is tight in this scrolling *Metrocross*-style level, with bottomless pits, crumbling tiles and razor-sharp blades to negotiate.

Last Crusade isn't a bad game. The graphics and overall backgrounds are quite atmospheric and Indy himself is well animated. The train sequence is a bit of fun and I like the swaying effect on the airship, made me quite queasy! Sound is weak, with spot FX and a fair rendition of the Indiana Jones theme tune. Play is fairly fast, although I would have liked to have seen more baddies dotted around the place. However with four levels addictivity remains quite high and the game isn't one that you're likely to complete in the blink of an eye.



Oh oh seven!

The Spy Who Loved Me (38%, Issue 69) puts you into the shoes of James Bond, 007. With his gorgeous Soviet sidekick, Anya Amasova, he's out to stop the mad villain Karl Stromberg, who's stolen two nuclear submarines.

Scene One sees the dynamic duo in Bond's Q-mobile, the Lotus, racing down vertically scrolling roads, avoiding rocks, pedestrians, patches of water and other vehicles. Q-tiles are collected to later exchange for valuable weapons.

As if by magic, the Lotus transforms into a speedboat halfway through the level. It's now a case of avoiding the jetties and piers and bombing or firing at a swarm of enemy boats.

Back on the road again, this time dodging armoured vehicles and helicopters. Fortunately, Mr Bond has his Q-van at the ready. Inside, Q-tiles can be exchanged for such things as smoke screens and lasers. 007 must ensure he gets the submersible upgrade, then he can dive off a pier and battle it out with divers and subs on his way to Karly-babe's lair. One last watery section as everyone's favourite agent pursues the enemy on a wetbike, with plenty of boats and ships to slow him down.

The Spy Who Loved Me is incredibly



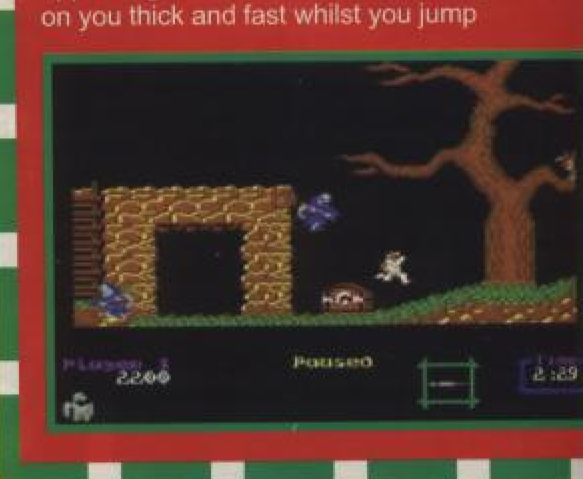
CHART ATTACK

Gremlin, £14.99 cassette, £19.99 disk

This compilation from Gremlin consists of five blasts from the past. Most notable of which is probably ***Ghouls 'n' Ghosts***, an old ZZAP! Gold Medal now given another outing.

Although it's now around two years old, it certainly still stands out as a great game. This multi-level arcade/adventure, features the tried and tested plot of the brave knight battling to rescue the damsel in distress. In this game he's called Arthur, and he has to progress through five crazy levels to relieve(!) his girlfriend.

Ghouls is extremely pretty, both graphically and in its Tim Follin musical score, giving it a great atmosphere. Indeed the game has a very spooky feel to it that has you on the edge of your seat. It's also extremely playable with the ghoulies appearing out of nowhere and moving in on you thick and fast whilst you jump



old hat and terribly run-of-the mill. It's substandard in every department. The graphics are dull and lifeless, with hardly any detail at all, the scrolling is jerky and a wee bit slow for my liking. Sound is feeble, with a poor rendition of the Bond theme and gameplay is both boring and repetitive, with the very similar levels.

Strider II (66%, Issue 69) is Tiertex's own sequel to the coin-op. The athletic Strider must rescue the female leader of the planet Magenta, who's been taken hostage by a band of aliens.

So sure that Stridey can get her back again, the Magentans have given him a Gyro laser and a matter converter, which changes our friend into an armoured robot if the going gets tough.

Strider cartwheels his way through five multidirectionally scrolling levels of the planet: the forest, city ruins, an underground world and then al fresco again, cavorting over rooftops on his way to the alien ship.

There are sentry robots, deadly birds, alien hatchlings, energy-discharging skulls etc to biff, or dodge by climbing walls, ropes and chains.

At the end of each level there's a huge nastie to do away with. This is where Strider changes into the robot, its strength determined by the number of energy icons collected earlier.

Oh dear, two out of three so far that I haven't liked! *Strider II* isn't that exciting, I'm a little tired of the 'run here, there and everywhere, shooting and exploring' type game. *Strider II* offers little else to keep you engrossed. The graphics lack colour and look somewhat dated. However, the main sprite moves fairly fast, as do the others, and Strider's somersaults are well animated. The end-of-level baddies make for a tough battle — especially as your robot is totally useless — and indeed the game itself is a little difficult overall. Any game with such a high frustration level gets the thumbs down from me.



Best by far

I've definitely left the best game till last: the classic ***Last Ninja II*** (94%, Issue 41). The Ninja Gods aren't too happy with the evil Shogun, Kunitoki. Defeated during a great battle he escaped death courtesy of the spirits of the underworld. They supplied him with an orb which transported him to 20th-century New York. Here he discovered he could use his orb to brainwash all and take over the city.

The Gods send the Last Ninja to The Big Apple to thwart Kunitoki's plans. Our hero starts his journey in Central Park, coming across, muggers, knife-wielding jugglers and angry coppers, defeated with a few crafty martial arts moves. Energy is drained by each blow: both Ninja and his opponent's energy levels are shown by reducing spirals.

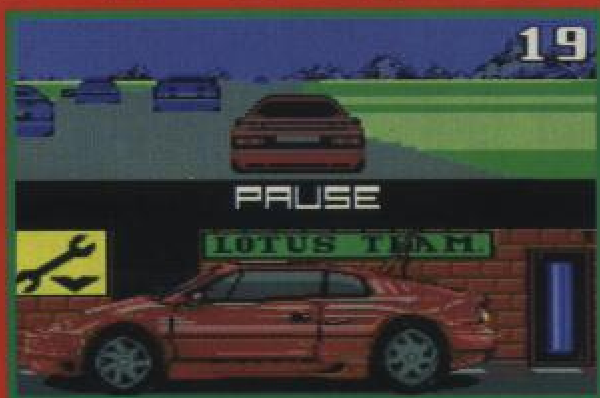
Level Two has old Ninjy hunting the streets, swatting more police and dodging bikers. The third level takes place deep and shoot your way across the scrolling screen towards the next level. It's a classic you can get your teeth into straight away, and will certainly keep you hooked for quite a while.



Impossamole is another arcade adventure featuring that old hero Monty Mole. Different from his previous flip-screen adventures, this is multidirectionally scrolling number, with plenty of jumping, dodging and shooting to be done. Graphics and sound are merely adequate but gameplay is certainly intriguing. The obstacles Monty has to tackle on each level have been very imaginatively created with a surprise around each corner. This is a very challenging game, with plenty of strategy thrown in — without getting too frustrating.

Racing ahead

The compilation also contains two car racing games. The first, ***Lotus Esprit Turbo Challenge*** has a viewpoint behind the Lotus as it races round a variety of tracks, dodging computer-controlled cars in a bid to win the race. Graphics and



sound aren't startling, but it's fast and challenging — burning round the circuits is exhilarating.

There's plenty of features such as a choice of circuit, manual or automatic gears, and pit-stops. The best option, though, is a novel simultaneous two-player mode with the screen split horizontally. In this mode the game really comes to life with frantic tactical tussles between the two drivers.

Super Cars isn't quite as much fun but still fairly playable. This time the track is viewed from directly above. A novel feature is that each of the computer-controlled cars races individually. Indeed as the screen scrolls along (keeping your car in the centre) you see the other cars closing in on you, or more likely pulling away, as you race against each individual car for a good finishing position. This wins you wads of prize money, which you strategically invest in various ways throughout the eight races. Your car has to be maintained, and you can even buy special speed boosters and weapons to pave your path to victory. Make enough dosh and you can buy a better car. This sort of strategy adds to an apparently simplistic, but absorbing game.



Finally there's ***Cloud Kingdoms***, in which you guide Terry The Ball through the four kingdoms in search of his magic crystals. It's an original and strategic game requiring very careful joystick control to avoid toppling down into unfathomable holes. This requires patience, and is a little frustrating at first. But the beautiful sound and graphics are rewarding, and it can give hours of fun if you stick with it.



RECOMMENDATION

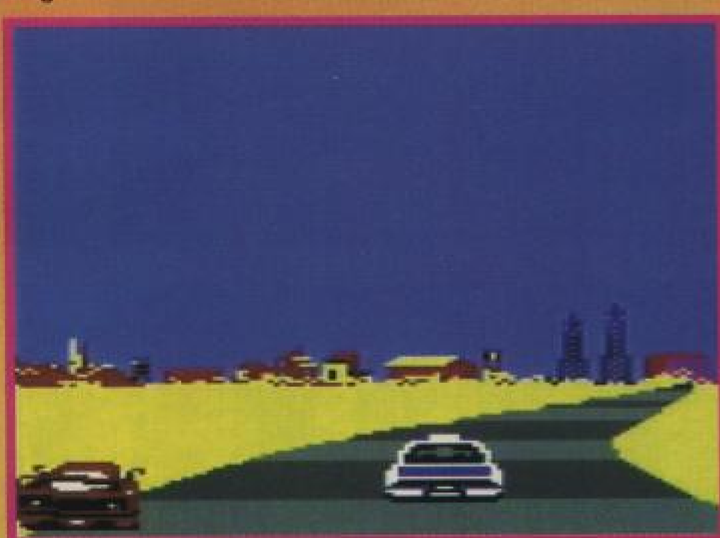
All five oldies are good in their own right and complement each other very nicely, making this an excellent buy overall.



under the city. There are rats everywhere to be squashed!

Now, inside a drug factory, Kunitoki's henchmen decide do a runner and once the office secretaries have been dealt with there's just time to grab hold of the helicopter and fly to the Shogun's secret island base. He's hiding in a temple full of baddies. That orb just has to be retrieved.

Last Ninja II appeared at the end of 1988 and still looks and plays as good today as it did then. The isometric 3-D backgrounds are incredible, the main sprite is beautifully animated, the sound is excellent and overall presentation is simply stunning. The game combines an arcade adventure element with that of a beat-'em-up — fans of either will enjoy this for sure. The puzzles are great, there's always something out there to tax your brain. Controls are a little difficult to master during combat, but once you've got the hang of them, there'll be no stopping ya! *Last Ninja II* puts some of the games around at the moment to shame.



RECOMMENDATION

Unfortunately, you don't buy a compilation set for the sake of one decent game and if you purchase *SUPERHEROES* that's about all you'll get. *Last Ninja II* outshines the other games by far.

SUPER SIM PACK

(US Gold, £17.99 cassette, £19.99 disk)

What a strange mixture this is with two sports sims, a driving game and a combat game. The 'sim' theme of the title is just a little tenuous, and there's no sign of the expected flight 'sim'!

There are hundreds of tennis games on the market, but few play as well as ***International 3D Tennis***. A simulation in the truest sense of the word, this Sizzler dispenses with unnecessary padding and instead concentrates on realism and playability.



The game has more options than Wimbledon has ticket touts! You can opt for one or two players, one, three or five sets per game, four different playing surfaces, four difficulty levels and fifteen skill settings! If you find the 3-D perspective confusing, there are ten views to choose from. A practice mode wouldn't have gone amiss, but who's quibbling?

Even though the main sprites look like pipe cleaner men, they're beautifully animated and controls such as ball spin and targeted shots give a real feeling of playing the game. Where previous offerings have consisted of walloping the ball and running, *International 3D Tennis* makes you think like a tennis player, where to place your shot, when to run into the net, etc. Although tricky at first, it's undoubtedly the best tennis sim on the market.

If only ***Crazy Cars II*** (never reviewed) were as good! No prizes for guessing what sort of gameplay we have here — despite the waffle about car thieves and corrupt cops, *Crazy Cars II* is as ordinary a driving game as you can get.

First written for the 16-bit machines, the 8-bit version has been harshly edited. The map is gone, limiting the scope of the game to dodge 'n' drive. You've no radar, and there isn't even anything to indicate what gear you're in. What we're left with are colourful sprites, interesting backgrounds, and a scrolling road that gives a definite feeling of speed.

The steering is a little sluggish — if

SOCCER STARS

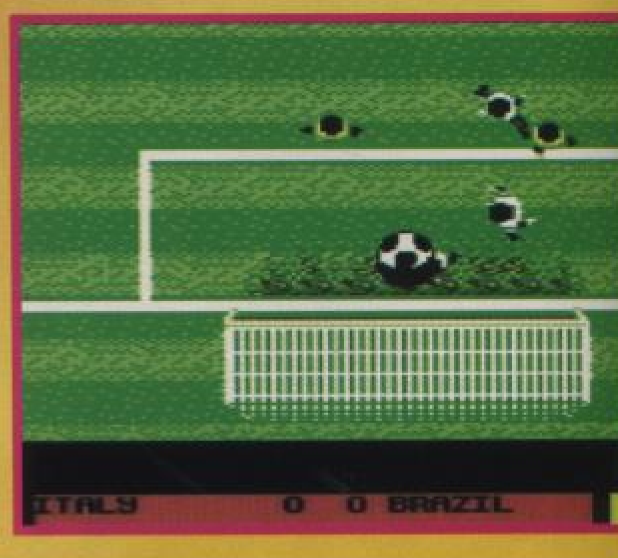
Empire, £12.99 cassette, £17.99 disk

I can't help feeling Empire have scored a spectacular own-goal with *Soccer Stars* — any computer football buff keen enough to buy four soccer games in one compilation is bound to have a couple of them already. Still, they haven't done too bad a job of choosing the games — *Soccer Stars* features two of the best footy games ever released on the 64, one reasonably good game, and one dud that only sold on its licence.



Basically, there are two types of soccer game: the *Kick Off*-style, overhead-view type and the 3-D 'view from the terraces' ones. ***Emlyn Hughes International Soccer*** (90%, Issue 43) is as good an example of the latter as you could wish for. Ball movement is astonishingly realistic and the host of extra features and options don't slow down gameplay at all.

Emlyn Hughes is a game you can play at any level, from the most basic kick-and-run bash to a complex strategic game. Far too many sports sims that emphasise



options pay a high price in terms of playability — not so with *Emlyn Hughes*! An excellent menu system makes them instantly accessible, making it one of the most addictive and enduring footy games on the Commodore. On the negative side, the graphics aren't anything to write home about and the sound effects are totally useless. But these quibbles didn't stop it from scoring a Sizzler in 1988, and it hasn't really dated since then.





Another Sizzler, ***MicroProse Soccer*** (90%, Issue 46) is played on a vertically scrolling pitch viewed from above. Again an options extravaganza, this one can be played by up to 16 players at a time! Thankfully, it also has a Save Game option for when you can't finish that long tournament before bedtime.

In addition to basic tackling, passing and dribbling you can volley the ball forward, chip it backwards over your head, and even perform banana benders! The menu system isn't as friendly as *Emlyn*, but graphics and sound are far superior — given the choice I'd rather play *Emlyn Hughes*, but that doesn't stop *MicroProse Soccer* from being the best overhead-view soccer game seen on the C64.

Kick it off

Alas, at this point the compilation goes downhill. ***Kick Off 2*** isn't a bad game in its own right, but even though it was released over a year later than *MicroProse*, it makes no real advances on its illustrious predecessor. Ball movement is far from realistic, with the scrolling pitch often failing to keep up. Coupled with the unintelligent computer-controlled players who run away from the ball as often as towards it, this makes for a very frustrating game.

Presentation is good, with a whole host of options, but there's nothing here that grabs you by the throat and screams, 'play me'.

If *Kick-Off 2* is a good game that falls flat against a better one, ***Gazza II*** is an unmitigated disaster that would be the unwelcome duffer in any compilation. Featuring similar, but inferior, gameplay to *MicroProse* and *Kick Off*, *Gazza II* incorporates an idiot management routine, boring tactics controls, and very sluggish movement.

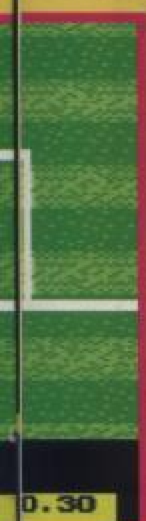
If that wasn't enough, the lack of a league severely limits its long-term appeal. I can't say that I enjoyed the sideways approach, much preferring a vertical pitch. On the plus side, the computer-controlled players are reasonably intelligent and the kicking power-meter is fairly friendly, but this doesn't stop *Gazza II* from being the worst in the pack. Perhaps they named it after Gazza because it'll bring tears to your eyes.

RECOMMENDATION

I can't understand why Empire would want to release a compilation like this. If each game put a different perspective on computer soccer, fair enough, but three of the games feature almost identical gameplay. Besides, only two of the four games put in first-team performances, with *Kick Off* being a reasonable substitute. *Gazza II* wouldn't even make the reserves!

If you already have *Emlyn Hughes* and *MicroProse Soccer*, *Soccer Stars* is a complete waste of time. If you only have one of them, buy the other as a full-price game. If you have neither, it just MIGHT be worth buying this compilation.





you leave the road on a bend and hit a piece of scenery, be prepared to hit several more as you struggle to get back onto the road.

Crazy Cars II is a very ordinary driving game. Visually attractive, but otherwise unremarkable.

Forgetful footy

As world cup games go, ***Italy 1990*** (66%, Issue 63) wouldn't get through the qualifying rounds.

Presentation is excellent, with great incidental screens and a tune that almost had me singing along. You can opt to play the entire tournament or just the final, against a friend or the computer, and there's even a 'save game' option! There are 24 teams to choose from, but they all look and play the same.

The game is viewed from above, and features the now standard eight-way scrolling screen. The problem is wherever the ball goes, there's always an opposing team member to collect it. Not that it does them much good — they invariably run at your goal and miss it completely!

Despite the world cup theme, *Italy 1990* is definitely Fourth Division material. If the programmers had paid as much attention to gameplay as they did to presentation, it would have been a real winner.



Airborne Ranger (73%, Issue 33) is the oldest of the four games, and it shows. Boasting 12 missions, your most difficult task is ploughing through the horrendous multiload — load, choose your mission, load, play a short sub-game, load again, then ask yourself is the game actually worth it?

Despite being marketed as a strategic shoot-'em-up, *Airborne Ranger* is simply a combination of game styles that doesn't really work. The twelve scenarios all play the same, and not being allowed to shoot anyone until you reach the target area is just a gimmick that quickly wears thin.

Awarded 73% in 1988, three years on it looks incredibly dated. Tedious gameplay and a horrific multiload make *Airborne Ranger* a game best forgotten.

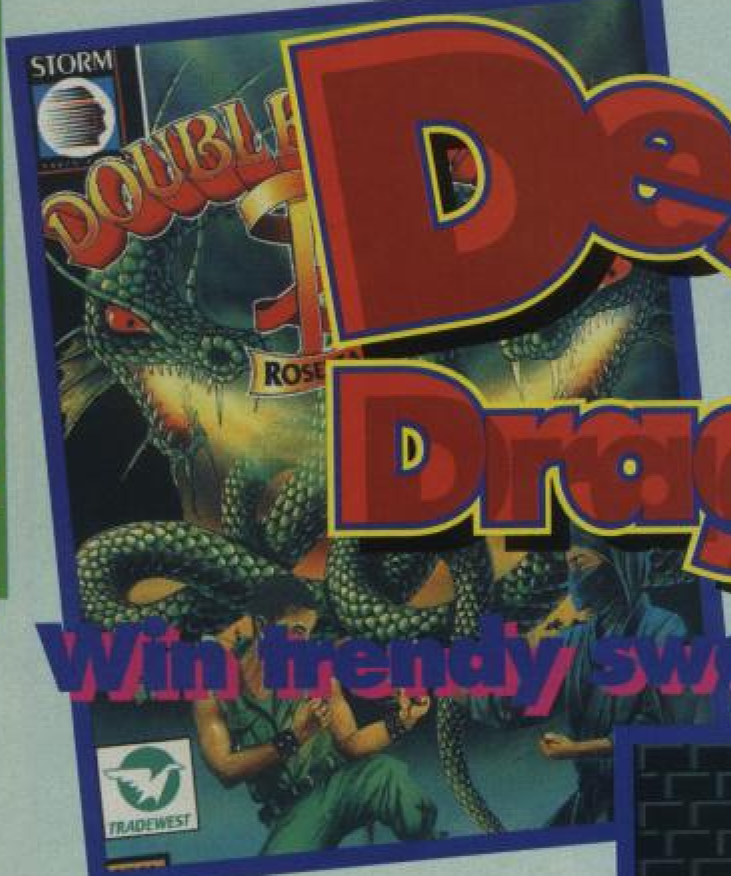
RECOMMENDATION

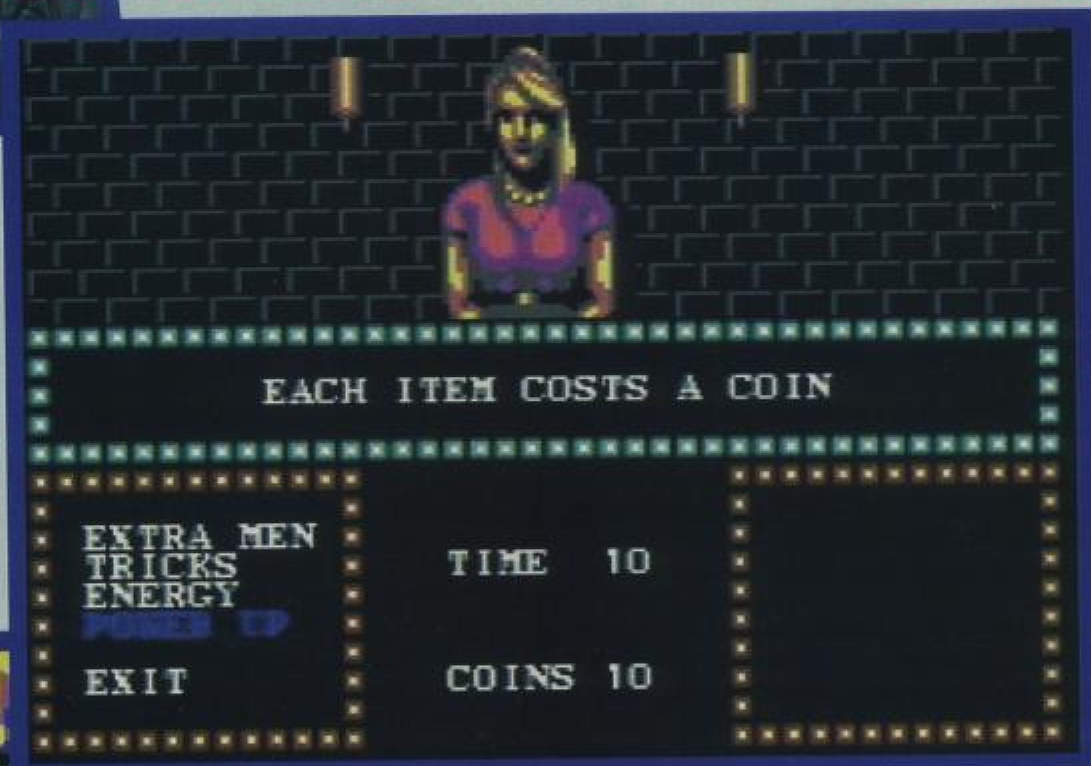
So there we have it — a surprisingly weak US Gold compilition, with a great tennis sim, an average driving game, and two duds. Save your pennies, there are much better compendiums on the market than this, and you'll feel as if you've had your moneys worth.

ZZAP! COMP

Designer Dragon-Wear

Win trendy sweatshirts from Storm!





Those generous chaps at Storm have sorted us out with some fabulous prizes this month. Their *Double Dragon* series of action-packed beat-'em-ups have long been rocking the gaming world. Indeed the home gaming scene and the arcade are becoming violent and dangerous places these days with 'POW's, 'CRUNCH's and so forth spewing from every machine. There's even going to be a multi-million-dollar film based on the *Double Dragon* title!

So make your mark and prove you're serious in the beat-'em-up business by winning yourself one of these ten limited-edition *Double Dragon* sweatshirts that we're giving away. The tops are all high quality, in black (of course), bearing the stylish but discreet game logo. With one of these you'll never get sand kicked in your face!





All you have to do to stand a chance of winning one of these killer shirts is answer these ridiculously easy questions…

1. How many games are there in the *Double Dragon* trilogy? (Are you taking the mick? — Ed)
2. What is the family name of the two 'Double Dragon' brothers, Billy and Jimmy?
3. What is the name of the brothers' oriental guide in *Double Dragon III: The Rosetta Stone*?

Well, they're easy enough, aren't they? Just get the answers down on a postcard and send it to *EuroPress Impact, DESIGNER DRAGONS COMP, ZZAP!, Case Mills, Ludlow, Shropshire SY8 1JW*, to arrive no later than 14 February 1992. You could be the snappiest-dressed dude 'round town!



CORKY'S COIN-OPS THE REVENGE

After recovering from the pounding he received at the hands of Hulk Hogan and pals, the Cork is back to bring you a report on what's new in coin-op land. This time he buckles his swash as Dirk The Daring in the latest Don Bluth laser-disk game, battles with the liquid baddie of *Terminator 2: Judgment Day* and becomes your friendly neighbourhood web slinger in the new *Spider-Man* game. So without further ado it's once more into the breach dear friends with a pocketful of ten pees and ears full of cotton wool.

DRAGONS LAIR II: TIME WARP

(Leland)

Back in the mists of time (1983 to be precise) there appeared an arcade coin-op that blew the socks off everything that had come before. *Dragon's Lair* was a blend of hilarious cartoon-style graphics and the best swashbuckling traditions. No-one who played it (myself included) could fail to be impressed, despite the limited gameplay.

Several other laser-disk games followed in the footsteps of *DL*. These included *Firefox*, *MACH 2* and a personal fave of mine *Space Ace*, but the laser technology of the day was dodgy at best and the machines were constantly under repair.

But now Sullivan Bluth Inc have returned with the long-awaited sequel *Dragon's Lair II: Time Warp*. The laser-disk technology used in the game is eight years more advanced, and in my book *Time Warp* ('it's just a jump to the left') is ace. But then it would be with three years development time and several million dollars expense behind it.

In the original game Dirk had to rescue





TERMINATOR 2: JUDGMENT DAY

(Williams/Midway)

Welcome to a future that is all too possible. The year is 1997 and Skynet, the brand-new computer-controlled defence satellite, misfires killing over 3 billion people worldwide.

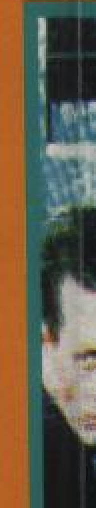
A disaster of biblical proportions that's quickly followed by mankind's subjugation under the iron heel of killer machines. But in the early 2020s mankind has survived. Small pockets of resistance fighters wage a guerilla war on the Hunter Killers and dreaded Terminator robots that roam the ruins of a once proud civilisation.

The game is a one- or two-player 'blast anything that moves' extravaganza where you and a mate become good guy (or gal) Terminators for the day.

In true *Operation Wolf* style there are two guns bolted to the cabinet. But surprisingly for the Terminator theme they aren't 9mm Uzi's — Endo Battle Rifles (as featured in the movie) are the order of the day.

The first scene takes you to the future where you must help Sgt John Connor in his quest to destroy the machines of Skynet. *T2* is a horizontal scroller where in time-honoured tradition the bad guys appear from all over the shop and you have to blast the crap out of them (I love it!!).

Each player possesses a floating cursor to aim their Endo Rifle, and an energy bar which rapidly slides towards zero as the enemy score hits. The aim of the first scene is to gain control of the Time Field Generator and jump back in time to 1994. As in the film the evil T-1000 is after the young John Connor; it's up to you and your pal to protect him. The saviour of mankind isn't that easy to protect though, especially as the evil Terminator is as





the lovely Princess Daphne from the evil Wizard Mordroc. Well, she's gone and got herself kidnapped by the same baddie (silly mare), so the chase is on yet again.

But there's a new twist in the plot because now Mordroc is hiding in the vast tracts of time itself. All is not lost because Dirk calls on the services of a decrepit old time machine and sets off in hot pursuit. There are plenty of time zones to visit, including Dirk's Forest Hovel, Tombs Of Egypt, Crags Of Mordroc, Garden Of Eden and Looking Glass Land. All with zillions of creatures to defeat and pitfalls to be negotiated — with Dirk's usual lack of skill, of course. As with previous laser-disk games, and indeed the recent Sega release *Time Traveler*, the player can only control the character's response to situations. This will probably annoy the 'blast anything that moves' maniacs among you, but it certainly hones the old reflexes and (in me at least) rekindles fond memories.

Also irritating is the amount of time the player spends watching the cartoony graphics, rather than saving the damsel in distress. But I'm very pleased to see that laser-disk games have returned with a definite bang. Go for it Dirk, the fate of time itself is in your hands.

Convertability

Both *Dragon's Lair* and *Space Ace* have been released on the C64, so there's no reason why *Dragon's Lair II: Time Warp* shouldn't follow suit.



tough as old nails.

What I want know is why are the good guy Terminators allowed to kill in the game, especially as Arnie is specifically ordered not to in the movie?



As one would expect the graphics are up to Williams' high standards, indeed the main part of the backgrounds and characters have been digitised from the movie. So if you haven't seen the flick at the cinema yet, this is a good substitute. Sonics are also top notch with a pounding soundtrack and digitised effects from the film, right down to a few words from the big guy himself.

I've said this before and I'll repeat it again, in my books Williams are **THE** best coin-op producers around. I'm sure plenty of cash will be shovelled into this machine.

Convertability

As *Terminator 2: Judgment Day* has already been released by Ocean, a game based on this version isn't likely (unfortunately).

SPIDER-MAN: THE VIDEOGAME

(Sega)



Spider-Man, Spider-Man, does whatever a spider can, can he swing from a thread?, no he can't, mind yer head!

Spider-Man aka Peter Parker is one of Marvel Comics' best-loved characters, especially as he's a normal human with the powers of a spider. This came about when the nerdy Parker was bitten by a spider irradiated by a school science experiment. Very soon Peter found he could run up walls, lift large and unwieldy objects and 'see' danger with his famous Spider Sense.

Ol' web-head has gained many enemies over the years, and it seems most of them are present in this new arcade game. *Spider-Man* is a four-player game where Spidey, along with pals Black Cat (his ex-girlfriend), Namor (commonly known as Sub-Mariner) and Hawkeye fight for truth, justice and the right to party (man). But the arch-nemesis of the game is unsurprisingly (to true believers at least) Doctor Doom, despised ruler of the Kingdom of Latvia.

Old metal bonce has half-inched an artefact known as the 'Sorcerers Stone' — not being able to read Japanese I've bog-all idea what this is (but it sounds important!). But Doctor Doom isn't alone; his partners in crime include Doc Octopus, Green Goblin, Kingpin, Hobgoblin and Venom.

The action begins in an unnamed city (they all look the same to me). Each heroic character has his own attributes so I hope you chose wisely on the option screen.

In true comic style, as the combatants kick seven shades of brown out of one another, speech bubbles appear. This is usually as a reaction to being whacked. Also there are the Batman-style 'Biff', 'Thwock', 'Thwack', 'Crunch' etc sound effect balloons that appear when a character is picked upon.

Once the streets have been cleared it's off to Doctor Doom's Castle, the Armoured Fortress, Flaming Cave and the final showdown with Doctor Doom.

Spider-Man is a traditional beat-'em-up, but both the graphics and gameplay are enough to pull in the punters. Especially if they're Marvel Comics fans (as indeed I am), so grab a few mates and play *Spider-Man: The Videogame*. 'Nuff said.

Convertability

If anyone converts this game to the C64, they'd better do a better job than Empire with their dire *Doctor Doom's Revenge* game.

ZZAP! 64 JANUARY 1992 • NUMBER 80

CRACKING CODIES



Although founded only five short years ago, Code Masters have achieved market domination on an unprecedented scale — throughout last year between 25% and 50% of software sales were for their games. So what's the secret of their success? IAN OSBORNE finds out...

Hands up all those who haven't got at least five Code Masters games in their collection... no-one at all? Thought not! They're corkers, aren't they? Original, innovative, value-for-money, it's not surprising the Codies were the UK's number one publisher as early as their first year of trading.

Founded in October 1986 by the Darling brothers, Code Masters exploded onto the scene with an initial release of twelve titles across all formats. Since then, they've expanded from being a small family business employing four people to a large organisation with a staff of 35, retaining their position as number one publisher and steadily increasing their share of the market.

The Dizzy story

Often imitated but never bettered, the *Dizzy* series remains Codies' most successful line to date. The Oliver Twins, programmers of countless best-selling sports sims and platform games, such as *BMX 2 Simulator* and *Super Robin Hood*, had grown tired of arcade adventures that featured human sprites — they were very limiting and difficult to animate with any degree of realism.

They tabled a few ideas for *Dizzy*, but the Darling brothers were eggstremely sceptical — an egg in boxing gloves? You must be yolking mate, we're not shelling out good money on that one!

Luckily computer programmers aren't known for doing as they're told and they decided to go ahead with it anyway, programming it behind David Darling's back while they were supposed to be working on *Pro Ski Simulator*.

Eventually the two projects were delivered together — living up to their name, the Darlings published *Dizzy* as a reward for all the hard work put in by the Olivers. It might be difficult to believe now, but the initial sales weren't good; the game seemed to die after a few weeks, and David Darling rubbed it in by wearing a T-shirt with 'I Told You So' written on it!

Strangely, after about six months sales began to pick up — in a few short months it became one of Codies' all-time best sellers! No-one's sure why this happened, but the rest, as they say, is history — Dizzy is now firmly established as the Mario of the 8-bit home computers, and has sold over one-and-a-half million copies across all formats. (What's on your T-shirt now, David?)

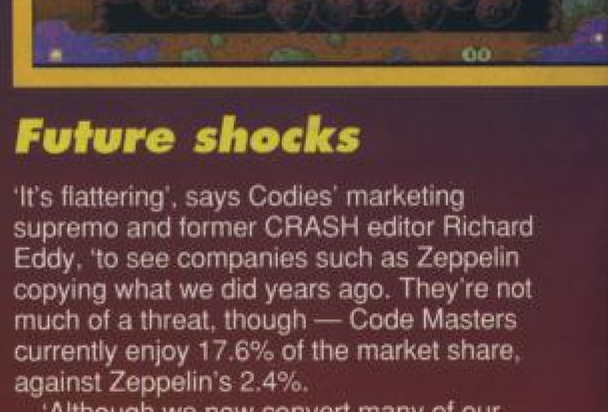
And the future? With *Spellbound Dizzy* featuring over a hundred screens, the games couldn't really be any bigger so instead the Oliver twins will concentrate on improved animation, better character interaction and tougher, more involved puzzles. I can hardly wait!



The goofy one

If a somersaulting egg seems a strange concept for a cartoon hero, Seymour is damn-near unbelievable! No-one's sure what he's meant to be, but he's certainly no oil painting — more like a paint spill, with hands, feet and unfeasibly large teeth thrown in for good measure. This hasn't stopped him from starring in his own adventure though! Although *Seymour Goes To Hollywood* is a disappointing game, brilliant animation of the main sprite will win him lots of friends (but no beauty contests!).

Seymour Goes To Hollywood was originally going to be a Dizzy game, but it was decided that Dizzy was inappropriate for a real-world adventure — instead they decided to create a whole new character, and Seymour was born! More games starring Seymour are planned, all of which will feature real-world settings and problems that depend on real rather than fantasy logic. Seymour will also star in arcade games, the first being the forthcoming *Super Seymour*, a platform game that plays a little like *Bombjack*.



Future shocks

'It's flattering', says Codies' marketing supremo and former CRASH editor Richard Eddy, 'to see companies such as Zeppelin copying what we did years ago. They're not much of a threat, though — Code Masters currently enjoy 17.6% of the market share, against Zeppelin's 2.4%.

'Although we now convert many of our games to 16-bit format, we'll never desert the Commodore 64. Look out for *Steg*, an arcade puzzler starring a green slug (!), and a platform-and-ladders shoot-'em-up called *Big Nose*.'

Cartoon Collection (£9.99 cass)

Building on the success of last year's Christmas smash *The Dizzy Collection*, Codies' *Cartoon Collection* features five of their highly successful budget titles, one of which was previously unavailable on the C64. So what are they like? Read on...

Dizzy

Is there anyone out there who hasn't got a copy of *Dizzy*? This game's been



recycled more times than one of Phil King's jokes, and I can't imagine anyone who wants one not already owning it. Not that it was any good — scoring a miserly 48% in Issue 41, it doesn't really make good use of the Commodore's capabilities. Anyone who has played *Chase HQ* will know what porting Speccy code to the C64 does to a game, and I'm afraid that's what's been done here. Not a disaster (48% is a little harsh), but a pale imitation of its Spectrum counterpart. Could and should have been better.

Spike In Transylvania



Now this is more like it! *Spike In Transylvania*'s humorous approach and simple-but-endearing puzzles earned it a Silver Medal in Issue 74. *Spike* differs from the Codies' other arcade adventures in that it features three-dimensional movement, rather like the old Ultimate games. Difficult to get to grips with at first, but fiendishly addictive when mastered, *Spike In Transylvania* remains one of Code Masters' better releases.



CJ's Elephant Antics

Another Silver Medal Winner!!! Scoring a massive 94%, *CJ* is one of the best original budget releases ever seen on the



Commodore. A cutesy platform shoot-'em-up in the *New Zealand Story/Bubble Bobble* mould, *CJ* features smooth scrolling, excellent graphics, and one of the silliest plots ever seen on a computer game. The collision detection is sometimes a little dodgy, making it unclear how close you can get to the platform's edge before falling off, but this doesn't stop it from being one of the most challenging budget games ever.

Seymour Goes To Hollywood

Aaarrgggh! They've done it again — *Seymour* is ported across from the Speccy in the same way as *Dizzy*. No attempt has been made to utilise the Commodore's superior graphic ability, and the game runs extremely slowly, taking ages to display the next screen or to update the objects list.



It's a real shame, as all the great Speccy gameplay's here with logical, well-thought-out problems that push back the frontiers of arcade adventures. The cutesy Speccy graphics are also very characterful, although obviously lacking in colour.

Slightly Magic

Slightly Magic also suffers from Speccy port-over syndrome. The main sprite is well drawn but hideously animated, shuffling across the screen like a crab with diarrhoea. The screen flickers badly when you pick up an object or talk to another character, making this run-of-the-mill arcade adventure look very amateurish.



Recommendation

All in all, *Cartoon Collection* is a disappointing compilation, featuring too many games written on other formats and badly converted to the C64. Could have been a goodie, but as it stands you'd be better off buying *CJ's* and

It's a family affair

Code Masters is very much a family business. Daddy Darling (Jim) controls the purse strings while owners and directors David and Richard look after creation and development of new lines. Big sis Abigail acts as operations manager, though no-one in the ZZAP! office actually knows what this is (having your picture taken in the shower? — Ed). Artie fartie Lizzie Darling draws some of the pretty pictures for the covers and handles the company photography, while the baby Darlings William (11), and twins John and Annie (7), keep the firm in touch with what's going down in the playground.



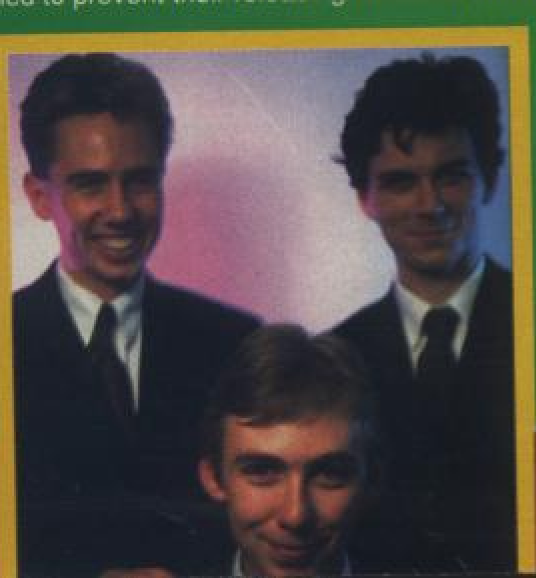
Soccer Pinball

Following on from that table-top classic *Professional Pinball Simulator*, *Soccer Pinball* combines the need for fast, furious reflexes with a novelty theme, the emphasis being on action and fun. Control the flippers as the ball hurtles around the table knocking over footballers and building up that bonus! Could be a winner, could be an own goal... we'll have to wait till February to find out.

Controversy corner

Needless to say, life in Codies Castle hasn't been all plain sailing. About a year ago, they released a game called *Pro Boxing Simulator*, a rerelease of the old Superior game *By Fair Means Or Foul*. Due to an oversight, the initial batch carried no indication that the game had previously been sold under a different name, resulting in complaints from several disgruntled fight fans. Codies made good all losses suffered, though, and all cassette inlays now state its pedigree.

More recently, they were taken to court by Nintendo, who tried to prevent their releasing Nintendo-dedicated products on the Code Masters label. Luckily Nintendo lost the case hands down, leaving the Codies free to convert games such as *Dizzy* to console format.



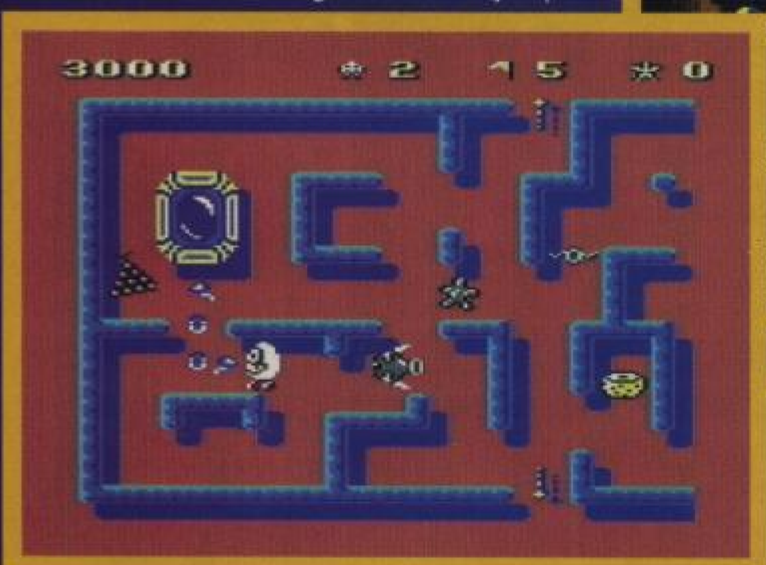


Dizzy's Excellent Adventure (£9.99 cass)

Mercifully, Codies have resisted the temptation to call their new compilation *Dizzy's Eggcellent Adventures* — you get un oeuf bad egg jokes in ZZAP!. Featuring a nice variety of game styles and three new releases, it's almost certain to be a hit, but is it a worthy successor to last year's *Dizzy Collection*? I think we should be told...

Kwik Snax

Like its illustrious predecessor *Fast Food*, *Kwik Snax* is a maze game in which you pit



your wits against hideous Pacman-like enemies that follow your every move. This time your task is not just to fill your face, but to gather the roving fluffles that wander around aimlessly, and guide them to the maze exit.

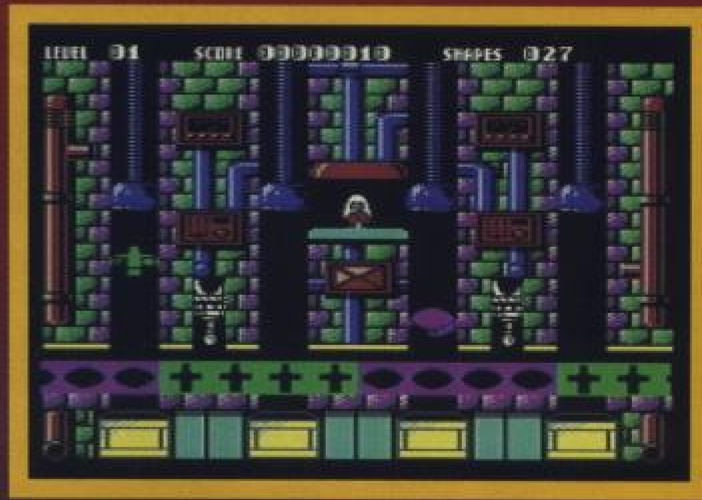
Simple, eh? Well it would be if when collected they didn't insist on following you around like lost sheep, losing their way completely should they come into contact with a monster!

Kwik Snax scored 80% in Issue 67, and I honestly think it was too low. The monster sprites are delightful, the action is nonstop, and the presentation is second to none. Okay, the Dizzy sprite doesn't look much like our ovoid chum, but we'll let that pass. Great game!

Panic Dizzy

There's nothing like a good puzzler, is there? Simple yet addictive, *Panic Dizzy* has you matching various shapes to their respective holes, and you'd better be quick about it or you'll cause a humungous foul-up!

Panic Dizzy is the sort of game you either love or hate.



I have to admit I found it a little tame, especially after *Kwik Snax*, but it's colourful, well presented and brilliantly executed — if you're into this sort of puzzler, you won't be disappointed.

Prince Of The Yolk Folk

Whoooppeeee! At last, a true Dizzy adventure that looks and plays just like it should! *Prince Of The Yolk Folk* is a marvellous game, featuring the fiendishly simple problems and wonderful cutesy



atmosphere we all know and love! At his best, you can't go far wrong with a Dizzy game, and this is certainly Dizzy at his best!

It's interesting to see how the problems have evolved from the early Dizzy games. Whereas before you usually only used one object to solve one problem, in this one you often have to use them in combination, eg to get out of the first location, you must use all three items on offer.

Prince Of The Yolk Folk is a true masterpiece, and as it's only available on this compilation, a real incentive to buy.

Spellbound Dizzy

This is the one you've all been waiting for... Dizzy's biggest adventure yet! At 105 screens, it's bigger than *Dizzy II* and *III* put together!!!



Dizzy himself is prettier and better animated than in *Yolk Folk*, but the game as a whole isn't as well put together. The simplistic graphics and cutesy atmosphere are there, but the game is plagued by slow running speed — it takes ages to update the screen after moving to another location or picking up an object. Don't get me wrong, it's not a disaster, just not as good as it's box-mate.

Dizzy Down The Rapids

Haven't I seen this somewhere before? In a Domark game called *Toobin'* perhaps? *Dizzy Down The Rapids* has you guiding Dizzy in his floating barrel along a tortuous river full of logs, crocs, and other nasties intent on sending our favourite egg to Davy Jones's locker.

Another blockbuster, *Dizzy Down The Rapids* makes good use of the Commodore's graphic capabilities. What it lacks in originality it makes up in playability, dispensing with that annoying *Asteroids*-style rotating movement system and instead concentrating on simplicity and fun.

Full of excellent touches



like being able to choose where you reappear when you die, (no being dumped out of the frying pan into the fire), and a whoop of delight when his eggcellence finds a diamond, *Dizzy Down The Rapids* is a worthy contribution to the compilation.

Recommendation

Dizzy's Excellent Adventures is a superb compilation, a real bargain. One of the best packs I've seen in a long time, and anyone who misses out must be one egg short of a hen-house. Buy it!!!



AMIGA

STAND-ALONE 500 COMPUTER

● 512K AMIGA	£329.99
● TV MODULATOR	FREE
● MOUSE CONTROLLER	FREE
PLUS! **- FREE FROM SILICA**	
● ARCADE ACTION PACK	£229.78
● PHOTON PAINT 2.0	£89.95
TOTAL RRP:	£649.72
YOU SAVE:	£320.72
SILICA PRICE:	**£329**

PLUS! ***FREE*** HOLIDAY ACCOMMODATION

£329

SILICA PRICE - INCLUDES VAT + FREE DELIVERY

NEW! CARTOON CLASSICS PACK

HARDWARE:	
512K AMIGA 500	£329.99
A520 TV MODULATOR	FREE
A501 RAM EXPANSION	£99.99
SOFTWARE - ENTERTAINMENT	
BART SIMPSON	£24.99
CAPT PLANET & PLANETEERS	£25.99
LEMMINGS	£25.99
SOFTWARE - PRODUCTIVITY	
DELUXE PAINT III	£79.99
PLUS! FREE FROM SILICA	
ARCADE ACTION PACK	£229.78
PHOTON PAINT 2.0	£89.95
TOTAL RRP:	£906.67
YOU SAVE:	£507.67

PLUS! 16 NIGHTS FREE HOLIDAY ACCOMMODATION

£399

SILICA PRICE - INC VAT + FREE DELIVERY



FREE! FROM SILICA WITH EVERY AMIGA

ARCADE ACTION PACK

The new Arcade Action Games Pack is THE software compendium for Amiga owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The Arcade Action Pack is FREE! when you buy your Amiga 500 from Silica.

FREE! WORTH: **£219.78**



FREE! PHOTON PAINT 2.0 GRAPHICS PACKAGE

Every Amiga 500 from Silica Systems comes with a FREE Photon Paint 2.0 (RRP £89.95), one of the most advanced art packages available for the Amiga. With it, you will be able to harness the extraordinary graphics power of the Amiga and produce inspirational pictures in minutes. With 4096 colours, your pictures will reach life-like appearance. These can be animated in real-time using a vast range of graphical effects, including blending colours and dithering, stencils, shadowing, contour mapping and surface mapping.

WORTH **£89.95**



FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Amiga from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.



TOTAL FREE PACKAGE

ARCADE ACTION PACK - £229.78:	
Asterix - *By Coktel Vision*	£24.99
Chess Player 2150 - *By CP Software*	£24.95
Drivin' Force - *By Digital Magic*	£24.95
Live & Let Die - *By Elite*	£19.99
Onslaught - *By Hewson*	£24.99
Pipe Mania - *By Empire Software*	£24.99
Rick Dangerous - *By Firebird*	£24.99
Rock 'n' Roll - *By Rainbow Arts*	£19.99
Skweek - *By US Gold*	£19.99
Trivial Pursuit - *By Domark*	£19.95
ART PACKAGE - £89.95:	
Photon Paint 2.0 - *By MicroIllusions*	£89.95
TOTAL RRP:	£319.73

FREE! WORTH NEARLY: **£320**

PLUS! ***FREE*** HOLIDAY ACCOMMODATION

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT COURIER DELIVERY:*** On all hardware orders shipped in the UK.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of Amiga technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a ''Same product - Same price'' basis.
- ***ESTABLISHED 12 YEARS:*** Proven track record in professional computer sales.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available for large orders.
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your Amiga requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
- ***PAYMENT:*** By cash, cheque and all major credit cards.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the ''Silica Systems Service''.

MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737
LONDON (SELFRIDGES):	1st Floor, 369 Oxford Street, London, W1A 1AB	**Tel: 071-629 1234**
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Ask for extension 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017

To: Silica Systems, Dept ZAP64-0192-60, 1 - 4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE AMIGA COLOUR CATALOGUE

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

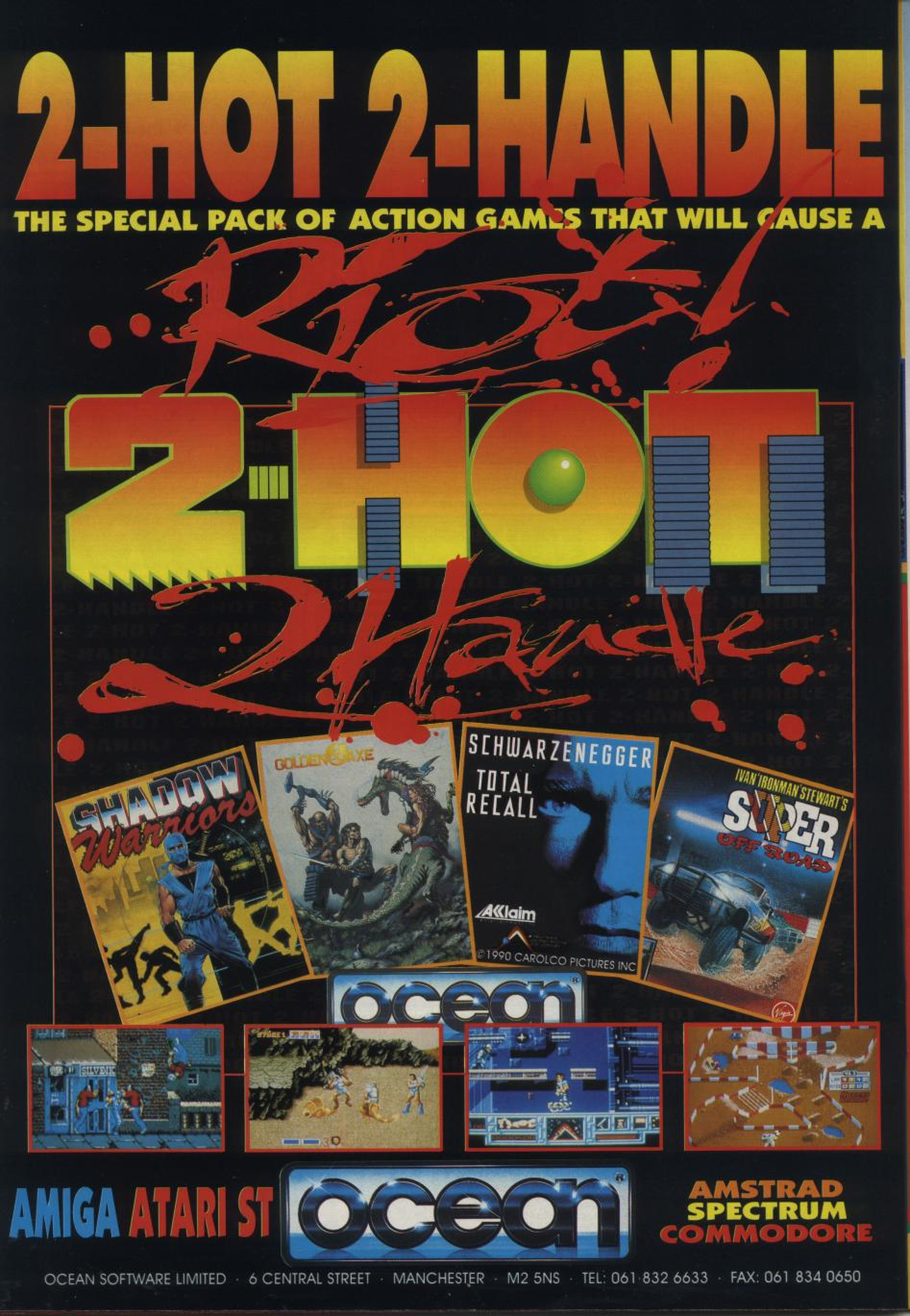
....

....

Postcode: .... Tel: ....

Which computer(s), if any, do you own? 60

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.


2-HOT 2-HANDLE
THE SPECIAL PACK OF ACTION GAMES THAT WILL CAUSE A
Riot!
2-HOT
2-Handle
SHADOW Warriors
GOLDEN AXE
SCHWARZENEGGER
TOTAL RECALL
Acclaim
©1990 CAROLCO PICTURES INC
IVAN 'IRONMAN' STEWART'S
SUPER OFF ROAD
ocean
AMIGA ATARI ST
ocean
AMSTRAD
SPECTRUM
COMMODORE
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

it's Corky!

Oh, thank God Chrimble time is over. The Sound Of Music was on TV for the umpteenth time and unwanted relatives that you see bugger all of for the rest of the year that turned up uninvited to guzzle all your booze and food (people like Phil!) have all either gone home or have exploded (like Phil!). And another thing (he says climbing onto his soap-box), I defy anyone to receive a Christmas gift that requires batteries and say that the little swines are already in there. You usually have to wait until after New Year to buy 'em, like I've been up to lately! All my dosh I got for Chrimbo went on batteries! (Why don't you just jump-start yourself off the mains then? — Ed). Old Scorelord wasn't happy this year when he received a battery-powered flesh disintegrator as a gift, it took him two weeks to find a shop that was open. There were batteries provided in this case, but we luckily hid them in time.

What delights do I have to tickle your eyeballs with this month? Well there are the usual hacks, tips and music listings from Waz P and the complete solutions to *Rod-Land* and *Slightly Magic*. 'We're on a one way express elevator to hell. Going Down!'

ULTIMATE MUSIC HACK UPDATE

For use with Waz P's **Ultimate Music Hack printed in Issue 78.**

SWITCHBLADE (Gremlin)

```
100 DATA
2,3,2,2,2,3,2,3,2,205,138,190
,138,169,2
```

TERMINATOR 2 (Ocean)

```
100 DATA
0,6,12,0,6,12,0,6,12,88,225,6
0,226,162,0
```

SLIGHTLY MAGIC

(Code Masters)

Izzy wizzy let's get busy, a magical solution to Code Masters' *Slightly Magic* has appeared out of thin air from a very helpful chap called Jonathan Derwent **who resides in Plymouth.**

● **Step 1** From the start go right and collect #1 bucket of water. Give this to Hic.

● **Step 2** Go left and get the #2 bucket, give it to the dragon on the same screen. Collect the megaphone and #3 bucket of water.

● **Step 3** Give bucket #3 to Firelighter. Now go to the Wizard's Spell Book. It should tell you how to get the wand one way or another.

● **Step 4** Drop down from the Wizard's Spell Book and head for the screen with the single ghost (the Creepy Caves). Collect the skull and the pile of rocks. Give the rocks to the Rock Monster and go back to the Creepy Caves.

● **Step 5** Stand under the stars which are slowly moving up the screen, when they get near enough jump on them (this takes a bit of practice).

● **Step 6** Go and get the magnet and jump up the final stairs.

● **Step 7** Go to the room with Sir Rustalot standing in it. Stand just above him and use the magnet to grab the pin.

● **Step 8** Make your way back to the room with the Rock Monster, collecting the flea collar as you go. Now jump up to the bubble (jump on the stars that appear to do so).

● **Step 9** Use the pin to pop the bubble.

● **Step 10** Go and get the wand.

● **Step 11** Go right around to the east wing (the one with the bat and ladders), and collect the boo spell. Go to the room with the two ghosts and use the spell.

CJ IN THE USA

(Code Masters)

Little Columbus Jumbo is certainly having a field day with all these tips, hacks and even a music listing, all courtesy of Waz P.

First off a cheat mode for infinite lives, just type in IVE GOT A LOVELY BUNCH OF COCONUTS (with the spaces, but no apostrophes). The border turns white and infy CJs are yours.

Or type in the following listing, RUN it and insert the game tape. Then press play and you can choose infy lives, bombs and start level. If you start on levels two, three or four the 64 will free the correct number of elephants for you (good eh people?).

```
0 REM CJ IN THE USA GETS
HACKED TO BITS
1 REM BY WAZ - READ KING
OF THE KIPPAX!
2 FOR WA=272 TO 360:
READZ: POKE WA,Z: C=C+Z:
NEXT: IF C<>1026 THEN
PRINT"ERROR!":END
 3 PRINT CHR$(147);: INPUT
"INFINITE LIVES (Y/N)
";A$:IFA$="N" THEN POKE
334,214
4 PRINT CHR(147);: INPUT
"INFINITE BOMBS (Y/N)
";A$:IFA$="N" THEN POKE
339,222
5 PRINT CHR$(147);: INPUT
"STARTING LEVEL (1-4)
";A:IFA
 4 THEN 5
6 A=A-1: POKE 347,A: POKE
352,A*3
7 POKE 157,128: SYS 272
10 DATA
032,044,247,056,169,016,141,
062
11 DATA
003,169,017,141,064,003,032,
108
12 DATA
245,169,032,141,068,017,169,
073
13 DATA
141,069,017,169,001,141,070,
017
14 DATA
162,255,189,193,016,157,193,
002
15 DATA
202,208,247,162,033,189,159,
016
16 DATA
157,159,002,202,208,247,076,
120
17 DATA
003,072,206,032,208,169,096,
141
18 DATA
247,053,169,189,141,208,094,
141
19 DATA
007,101,169,000,141,240,053,
169
20 DATA
000,141,017,054,104,173,013,
220
21 DATA 096
```

And Finally a *CJ In The USA* music hack. Just load the game and reset yer 64, now type in the listing and RUN it. Finally press 1–5 for the toonz.

```
0 REM CJ LOVES THE MUSIC
BEING HACKED
1 REM FROM THE USA
GAME BY WAZ 1991
2 FOR WA=4096 TO 4172:
READZ: C=C+Z: POKE WA,Z:
NEXT: IF C<>9110 THEN
PRINT"ERROR!":END
 3 PRINT CHR$(147); "PRESS
1-5 FOR MUSIX": SYS 4096
10 DATA
120,169,016,141,021,003,169,
045
11 DATA
141,020,003,169,000,032,128,
128
12 DATA
162,000,142,014,220,232,142,
026
13 DATA
208,088,032,228,255,201,049,
144
14 DATA
249,201,054,176,245,233,048,
032
15 DATA
128,128,576,026,016,169,130,
141
16 DATA
018,208,169,001,141,025,208,
141
17 DATA
032,208,.169,027,141,017,208,
169
18 DATA
075,141,181,220,032,146,128,
206
19 DATA
032,208,076,049,234
```



● **Step 12** Collect the hearing spell and use it at the deaf guard's room. They will then let you pass.
● **Step 13** Get the flea spell and use it just behind the giant's head. Once on the other side of the moat, drop down a screen.
● **Step 14** Keep going left until you have collected the fish spell, the watering can and the scissors.
● **Step 15** Use the watering can on the plant. Now jump up and go to the Cheshire Cat and use the scissors to cut the rope.
● **Step 16** Collect the fish bowl and go to the yellow patch on the floor on the next screen. Water the patch with the watering can. Now drop down.
● **Step 17** The moment you land on the sea floor, press fire and use the fish spell.
● **Step18** Now quickly go upwards and left, into the next screen. Collect the explosive spell.
● **Step 19** Get the jelly and give it to the jellyfish. Go down the passage and left to get the plunger. Now go to the room named 'Danger Falling Rocks' in the bottom right-hand corner. Use the explosion spell and go down the hole in the floor.
●**Step 20** You find yourself in the sky, the invisibility spell is here but you don't need it so leave it be. But do get the dead mouse. Move right along the clouds collecting everything that comes to hand. When you reach the cloud that contains two ghosts get the two objects sitting there. Now drop down.
● **Step 21** You should be in the Gingerbread House screen with the flowers. Now go to the Elves Woodland and use the candle to scare them off. Collect the feather.
● **Step 22** Now use the flight spell and fly back into the kitchen with the cauldron. Get the water pistol and use it in the room with the three dragons. Get the key.
● **Step 23** Collect the star, then go up a few screens until you have the cooking spell and everything else you find.
● **Step 24** Use the cooking spell in the kitchen to free Hansel and Gretel.
● **Step 25** Put the key on the trapdoor and go down. Put the dead mouse in the cat's mouth and get the ink pot (but only if you have the invisibility spell).
● **Step 26** Use the coin in the wishing well to go down to the final four screens.
● **Step 27** Go left and drop down, then go left again and drop down and finally go left and drop down for the third and last time. You should now be on a stone ledge.
● **Step 28** Jump right, and then right again. Avoid the banana skin, then jump onto the rocks on the right-hand side of the screen. Drop down onto the ledge, then jump left and you will fall down the gap in the floor.
● **Step 29** You should be on another ledge, walk right and get the suntan lotion. Now drop off the ledge to where you started and repeat steps 27 and 28. But when you drop down onto the ledge from the rocks just walk off the ledge.
● **Step 30** You should be facing the sunburnt dragon, the only thing left to do is hand over the suntan lotion.

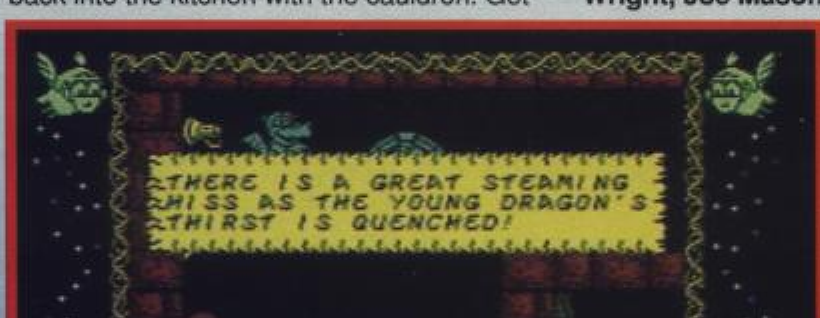
THE AMAZING WAZ P MASTERTRONIC MULTIHACKS!

Yes, the music maestro has returned (thank gawd, I'm fed up with keep nabbing stuff from old issues of ZZAP!). He's asked me to print these hellos, and as it fills the space how can I refuse? So it's 'Hello' to Peter de Bie, Andrew Roberts, Maarten Vellinga, Andy 'Mercenary' Startin, Rory 'Revs' Stamp, Tracey Dam, Sophie Goold, Steven White, Cayo Gale, Steven Loco, Chris Wright, Joe Mason, Fu Sang Li, Cyril Baites, Kevin Lange, Colin Annis, Pallbinder Sandher, Alan Childs, Matt Johnson, Cefin Williams. And a couple of quick hellos from me go to Jennifer Walters, Rachel Garley, Traci Lord, Trinity Loren and Donna Ewing (Wot about JR? — Phil).

So it's on with the multihacks, these will work with Invadaload, Load N Play and some old Rack-It stuff. Just type in the following listing (and save it for future use if you

My thanks go to the Sales Curve's Nadia Singh **for these *Rod-Land* tips. Now you can save those sickeningly cute fairies from a fate worse than Chrimble at Phil King's hovel.**

Scene 1 Spuds on the first two levels are relatively harmless. Be careful not to kill any until you've collected all the flowers. The E-X-T-R-A letters are worth collecting as well.
Scene 2 To avoid having to kill the Spuds, just practise dodging them. When you're chased by a Spud and there's no ladder nearby, just build one (simple eh?), and climb two thirds of the way up. Then wait for the enemy to pass by before jumping off to one side.
Scene 3 Never mind the Corncobs, they're only good for bonus letters. But keep a watchful eye on the Sharks, because you only get a brief warning before they blow a deadly bubble at you. Also beware of the last baddie 'cause in true *Space Invaders* style he kicks into psycho mode and whizzes around the screen.
Scene 5 The only way to reach the top platform is by hitching a ride on one of the balloons, but wait until both of the Sharks have come down first. And remember that the baddies can climb onto balloons as well.
Scene 6 You may find yourself chased up a ladder just as a baddie is on his way down. **DON'T PANIC**, just build a short ladder beside the long one and climb to the top. Wait for the baddie to pass and step over.
Scene 7 Nessies will home in on you, but only if you're on the same level. If you build a ladder and climb up just one rung, the Nessie will wander around aimlessly (a bit like Mark — Ed).
Scene 8 This screen is easier than you think. Climb up the two small platforms in the middle and build a ladder up to the top platform, but don't climb it. Jump down to the small platform at the bottom and wait until all three of the Corncobs have climbed down. Now it's safe to climb to the top. Pick up the flowers here and walk to the left side of the platform. Build a ladder down, now lower yourself down until you



SPELLCAST

(Megatape 18)

Thanks go to Kevin Lambie **from Lanarkshire for this handy *Spellcast* tip.**

If you plug a second joystick into Port One you can move the logs anywhere in the water you wish. Moving the joystick up moves the logs upwards, moving right makes the logs go down and moving the stick down pauses the game. Beware, don't go too far up or down the screen, because you'll lose a life.

ROD-LAND

• Sales Curve

are dangling off the end, next to the side platform.

From this position you can safely zap the Corncob and sling him off the platform. Collect the flowers and repeat the procedure on the right-hand side. The baddies now turn into the red Kaburas. And here comes the tricky bit: how to land on the floor without losing a life. Climb down onto the lowest platform and wait till all the Kaburas are facing the other way. Jump down into the free area and zap all baddies from behind (madam). You should be able to collect five letters here.

Scene 10 These Spuds are of the more dangerous variety, mainly 'cause they multiply. The more you kill, the more they reproduce but you can keep the population down by avoiding picking up the bonus weapons.

Crocodiles The safest place to be is the ground level. Don't bother climbing up to the crocs; they will come to you. When they do, be prepared to give 'em a taste of the old magic wand. But watch your back with the baby crocs, they're fast so hone those reactions. The last two crocs will double their attack rate — being squashed on both sides by rampaging crocs isn't the most desirable turn of events! But if you kill all the crocs on one side first, this predicament is avoided.

Scene 11 This is your first encounter with the Polymorfs. These creatures are very rude because they attack by sticking their tongues out at you. Like the Nessies they can only see you when you're on the same level, so when you see one preparing to attack just build a ladder and run up it. Bunnies are in general harmless, but if they find a carrot they whizz around the screen at warp speeds.

Scene 15 Insect attack!!!. The bees are the only baddies in *Rod-Land* that can fly,



so this makes them very tricky to dodge or capture. Also their sting is deadly.

Scene 16 Keep an eye on the square blobs (what use are they?): when one is below you it's very likely to attack. Apart from that they're as thick as a brick.

Scene 17 This is the first level that contains portals. When using one, be sure that the destination is clear, otherwise you may not survive your sub-dimensional jump.

Scene 20 More bees here folks so don't bother with the bonus game, just leg it out of there pronto.

Whales The eye of the whale is the only weak spot, so you may need to build a ladder to get some hits in. Baby whales don't climb ladders, so you're fairly safe. Whales take 20 hits to destroy.

Scene 21 Lobsters only attack from short range, but they don't give a lot of warning. So when one is nearby assume that it's going to attack and build a ladder.

Scene 22 As soon as one of the Starfish throws its boomerang at you the only escape is either up or down.

Scene 28 Balls with spikes on. They are very deadly indeed, so keep their movements in mind when planning an escape route.

Elephants Only the Japanese could thing of such things as an elephant on a trapeze. When kicking the poo out of these pachydermal pests, avoid the platforms. Mainly because they're dangerous places to sit when several tons of angry psychopathic elephant is trying to crush you. When he plummets down from the sky he hangs in mid-air for a second or two. This gives you time to move out of the way. When he lands, whack the Elephant over the bonce with yer wand. He takes 30 hits to kill.

Scene 31 Before you use one of the portals here check the destinations, most of them are guarded by Spiked Balls. As before, kill the Spuds, but don't pick up their goodies.



wish), then add the relevent data line and RUN the program.

```
0 REM MASTERTRONIC LOADER V3
MULTIHACKS
1 REM (C) WAZ P FOR ZZAP 64 28/11/91
2 REM FOR INVADALOAD, LOAD N PLAY
AND RACK-IT
3 FOR WA=528 TO 552: READZ: C=C+Z:
POKE WA,Z: NEXT
4 IF C<>2673 THEN PRINT
"ERROR!":END
5 READZ: IF Z=-1 THEN POKE 157,128:
SYS 528
6 POKE WA,Z: WA=WA+1: GOTO 5
10 DATA
032,086,245,169,032,141,159,004
11 DATA
169,038,141,160,004,169,002,141
12 DATA
161,004,096,087,065,090,238,032
13 DATA 208
```

DATA LINES

INVADALOAD (infy lives on the Invaders loader)

```
20 DATA
169,173,141,122,254,096,-1
```

AGENT X II (Part 1) Infinite Energy

```
20 DATA
169,052,141,059,009,169,001,141
21 DATA
060,009,096,169,173,141,119,134
22 DATA
076,016,008,-1
```

AGENT X II (Part 2) Infinite Lives

```
20 DATA
169,052,141,059,009,169,001,141
21 DATA
060,009,096,169,173,141,055,129
22 DATA
076,016,008,-1
```

AGENT X II (Part 3) Infinite Energy

```
20 DATA
169,052,141,059,009,169,001,141
21 DATA
060,009,096,169,000,141,192,049
22 DATA
076,016,008,-1
```

ANARCHY (Immunity and Infinite Time)

```
20 DATA
169,000,141,202,032,169,096
21 DATA
141,103,031,096,-1
```

BEAT IT (Infinite Lives)

```
20 DATA
169,240,141,159,013,096,-1
```

KNIGHTTYME (Infinite Energy)

```
20 DATA
169,052,141,059,009,169,001,141
```





MOONWALKER

• Kixx

Type in the following listing and RUN the program. Now select which of the levels (1-3) you want to skip, then press play on the tape to load the game. As well as skipping any of the first three levels, you have 63 lives on the last level.

```
0 REM MOONWALKER HACKS (C)
WAZ 1991
1 FOR WA=384 TO 438: READZ:
C=C+Z: POKE WA,Z: NEXT
2 FOR WA=272 TO 314: READZ: POKE
WA,Z: C=C+Z: NEXT
3 IF C<>12091 THEN PRINT"WACKO
SEZ DATA ERROR":END
4 INPUT "SKIP LEVEL 1 ";A$:IFA$="N"
THEN POKE 414,32: POKE 419,0:
POKE 424,128
5 INPUT "SKIP LEVEL 2 ";A$:IFA$="N"
THEN POKE 273,32: POKE 278,0:
POKE 283,128
6 INPUT "SKIP LEVEL 3 ";A$:IFA$="N"
THEN POKE 288,32: POKE 293,172:
POKE 298,9
7 POKE 157,128: SYS 384
10 DATA
032,086,245,169,168,141,208,008
11 DATA
169,057,141,209,008,076,016,008
12 DATA
169,157,141,016,
207,169,001,141
13 DATA
017,207,076,000,
207,169,076,141
14 DATA
052,198,169,063,
141,053,198,169
15 DATA
198,141,054,198,
076,016,001,169
16 DATA
099,141,000,192,
076,000,128
17 DATA
169,076,141,068,
198,169,079,141
18 DATA
069,198,169,198,
141,070,198,169
19 DATA
076,141,084,198,
169,095, 141,085
20 DATA
198,169,198,141,086, 198,169,175
21 DATA
141,101,198,169,001,141,102,198
22 DATA
076,023,198
```

```
21 DATA 060,009,096,169,000,141,039,
023
22 DATA 076,016,008,-1
```

STORMBRINGER (Infinite Energy)

```
20 DATA
169,052,141,059,009,169,002,141
21 DATA
060,009,096,169,000,141,131,027
22 DATA
076,016,008,-1
```

NIGHT RACER (Computer Car Can't Win)

```
20 DATA
169,000,141,129,020,096,-1
```

PULSE WARRIOR (Infinite Lives)

```
20 DATA
169,173,141,116,021,141,147,021
21 DATA 096,-1
```

ROLLAROUND (Infinite Lives)

```
20 DATA
169,052,141,059,009,169,002,141
21 DATA
060,009,096,169,240,141,060,122
22 DATA 076,027,008,-1
```

SPORE (Infinite Lives)

```
20 DATA
169,189,141,144,029,096,-1
```

STARLIFTER (Infinite Lives)

```
20 DATA
169,248,141,113,024,096
```

MOTOS (Infinite Lives)

```
20 DATA
169,093,141,092,097,096,-1
```

SKATE ROCK (Mastertronic re-release only!!!, infy lives and time)

```
20 DATA
169,052,141,059,009,169,002,141
21 DATA
060,009,096,169,165,141,146,010
22 DATA
141,113,029,076,016,008,-1
```

SUBTERRANEA (Infy Lives)

```
20 DATA
169,173,141,217,027,096,-1
```

SCUMBALL (Infy Lives)

```
20 DATA
169,052,141,059,009,169,002,141
21 DATA
060,009,096,169,000,141,253,050
22 DATA
076,016,008,-1
```

BATTLE VALLEY (Infy Ammo and Energy)

```
20 DATA
169,000,141,067,050,141,046,058
21 DATA
169,165,141,184,069,096,-1
```

POSEIDON PLANET 11

(Hi-Tec)

Type in the listing and RUN it, then press play to load the game with infy lives.

```
1 REM POSIEDON PLANET 11 HAX BY
WAZ
2 FOR WA=384 TO 420: READZ:
C=C+Z: POKE WA,Z: NEXT
3 IF C<>3863 THEN PRINT
"ERROR!":END
4 POKE 157,128: SYS 384
5 DATA
032,086,245,169,144,141,243,002
6 DATA
169,001,141,244,002,076,167,002
7 DATA
169,157,141,019,005,169,001,141
8 DATA
020,005,076,224,004,169,173,141
9 DATA
193,092,076,016,008
```

ZZAP MEGATAPE MULTIHACK

This nifty listing will hack loadsa Megatape games, so type in the listing, add the desired DATA line and RUN the game.

```
0 REM ZZAP! MEGATAPE MULTIHACKS
(C) WAZ
```

```
1 REM BUY 'ALEC EIFFEL' BY PIXIES !!!!
2 FOR WA=584 TO 602: READZ: C=C+Z:
POKE WA,Z: NEXT: IF C<>2131 THEN
PRINT "ERROR!":END
3 READZ: IF Z=-1 THEN POKE 157,128:
SYS 584
4 POKE WA,Z: WA=WA+1: GOTO 3
5 DATA
032,086,245,169,091,141,253,002
6 DATA
169,002,141,254,002,076,224,002
7 DATA
087,065,090
99 DATA
076,013,008,-1
```

And here's the DATA lines...

GAME MASTER (Tape 22) Infy Lives
10 DATA
169,096,141,189,087

BOMBUZAL (Tape 16) Infy Lives
10 DATA
169,173,141,160,030

ZYBEX (Tape 15) Infy Lives/Weapons
10 DATA
169,189,141,247,104,169,181,141
11 DATA
160,108

DRACONUS (Tape 15) Infy Lives/Fire
10 DATA
169,173,141,027,029,141,030,029
11 DATA
141,170,046

ZIG ZAG (Tape 5) Infy Lives
10 DATA
169,165,141,202,061

SPELLCAST (Tape 18) Infy Lives
10 DATA
169,238,141,233,034

SHOTAWAY (Tape 18) Infy Lives
11 DATA
169,234,141,142,069,141,143,069
12 DATA
141,144,069

DREAMRAIDER (Tape 19) Infy Lives/Time
10 DATA
169,173,141,251,076,169,165,141
11 DATA
099,077

THRUSTABALL (Tape 19) Infy Lives
10 DATA
169,173,141,177,201

REVENGE OF THE MUTANT CAMELS (Tape 19) Infy Lives
10 DATA
169,165,141,082,139

FLIK FLAK (Tape 20) Infy Lives
10 DATA
169,234,141,138,050

OUTTAKE 2 (Tape 20) Infy Lives
10 DATA
169,000,141,223,061,141,239,061

POWERAMA (Tape 21) Infy Lives
10 DATA
169,173,141,074,070,141,077,070



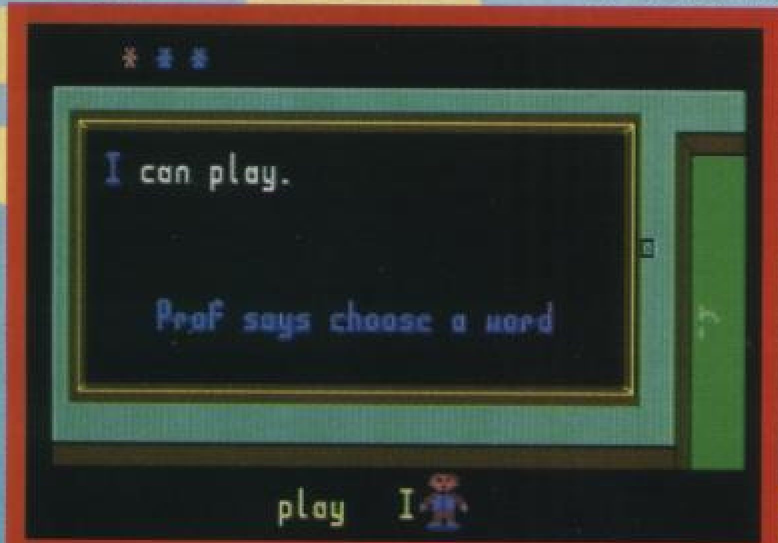
So that's it for another month, doesn't time fly when you're having fun? At least I've been able to fill the space this month with relative ease, thanks to Warren 'leaky' Pilkington. The software prizes I offered last month haven't pushed very many of you into action, so the £40 map prize and one of the £40 general prizes stay in the ZZAP! vault (closely guarded by Scorelord). But for his sterling work above and beyond the call of duty, Waz P wins £40 to make up for all the disks full of stuff he sends to me (it also hopefully stops him moaning that he never wins anything). He may even win the title of 'Mr ZZAP! Music 1991', especially for the copious amounts of demo disks he sends in (thanks for the 'Indie III' demo by the way). So please, please, please let's see more from the rest of you, the £40 map and two £40 general stuff prizes still stand. So send yer tips, cheats, maps, music hacks etc.to me at the usual address which is, as always, *EuroPress Impact Ltd, IT'S CORKY, ZZAP!, Case Mills, Ludlow, Shropshire SY8 1JW.* So until next month *'I say we take off and and nuke the entire site from orbit. It's the only way to be sure.'* And a quick Dingbat message for someone special, I love ya lots Claire M.

SKOOL ROOLS

Can learning to read and count be fun? HELEN REIDY finds out with two brand-new educational series.

PLAY AND LEARN

At first sight, Prisma's *Play And Learn* series looks like one of the most innovative pieces of educational software since Database first had the bright idea of putting Teddy badges into the *Fun School* boxes. The thing that sets this package apart from the usual gimmickry is its well-thought-out approach and serious attempt at actually teaching your child about words.



● **Is the prof. thick or not? Only Phil can decide, and he's doing rubbish so far!**

Prof Plays A New Game is the first instalment in this four-part series. For your £15.32, you get an audio cassette, two computer cassettes and five little story books whose vocabulary matches the different skill levels in the games. No Teddy badge, but who cares?

At this point it's probably a good idea to get some sticky labels, draw arrows on them and glue them onto the keys which have been designated as left, right, up and down.

So far, so good; but what do you do with it all?

Audio introduction

The rather ingenious idea behind the package is that, to start with, you plug the child into the computer armed with — in our case — the trusty old Fisher-Price cassette recorder and set everything going. The computer loads up, with luck, and off you go. A child's voice on the tape (aka Patricia Hayes the actress, according to the blurb) tells you how everything works, what the keyboard looks like and how to move Prof around.

All this kept my four-year-old well-occupied, pressing the spacebar on the musical signal and looking at the words as they came up on screen, whilst at the same time listening to the explanatory voice-over.

It may all be very clever, but it's a pity that the reading game that comes along too hasn't had the same degree of time lavished on it. In the sophisticated world of the child, surely the Prisma team could have come up with something a teensy bit more appealing than the grid-and-ladders format? All our little fat red Prof manages to do is puff up and down his ladder, matching words to your command! Wow!

Plus points, however, are that the skill levels are well graduated and cursor control is nice and simple — one press doesn't send Prof skating too energetically across the screen!

Third part

The latest bit of the *Play And Learn* series is Part 3 (where's Part 2?, we ask ourselves). Released in July this year, it continues in a similar vein. ***Prof Makes Sentences*** contains just a cassette tape though — no accompanying reading matter with this one.

The most memorable part of the package is the snow scene, which you get as a reward. Most of the reward sequences are pretty yawn-making, but this one is a *must*! Watch the boy disappear when the snowball is thrown at him.

Say after me...

Prisma use a purely 'look and say' vocabulary throughout the series. The story books themselves tend to be a bit pedestrian, but once again, well ordered. The *big* exception to this would have to be Book 4, which isn't so much a story as a thinly-veiled piece of indoctrination, with gems such as: 'I like the computer game with the little red man' and even 'if we play the new game we can learn to read'. Presumably the tots repeat this one over and over, parrot-fashion, and then duly order a copy of Part 2 of the Prof series from Father Christmas!

The books are well illustrated, but only in black and white — for some reason you only graduate to full colour in Book 5. My one main quarrel with the approach is the decision after 'thorough testing in hundreds of schools' to abandon capital letters at the beginnings of sentences. This, according to the company, is at the suggestion of hundreds of primary teachers who consider that it 'confuses the children'. Oh, yeah?

Now if you're going to try and avoid bewildering the children, surely the keyboard presents a more serious problem? You know, the small fact that computer keyboards tend to be in those confusing capitals. Can we assume that keyboard overlays are the next thing for Santa's shopping list?

The content may all be solidly educational, but both packages suffer from a definite dearth of dynamism in the programming — they just don't catch the child's imagination enough to keep them coming back for more. Once they'd found out that what Prof did wasn't particularly mind-blowing, my lot went off and picked up something else to do.

And, when you're paying this much for a program, staying power is definitely one of the requisites. Pity. Nice try, though.

PLAY AND LEARN Series
Part 1: 'Prof Plays a New Game' — £15.32 cassette
Part 3: 'Prof Makes Sentences' — £13.27 cassette
Prisma Software, 29 St James Avenue, Upton Heath, Chester SH2 1NB.

FUN SCHOOL 4

Thank heavens for the EuroPress Teddies! What every computerised household this side of the Great Wall of China will be utterly thrilled to hear is that ***Fun School 4*** is now out. And, three cheers, it's even better than *Fun School 3*!

The team that brought you *Fun School 3* has obviously had its collective brain well and truly bent around the knotty problem of the under 5s. Just what does turn on your average three-year-old? Other than a trip to McDonald's, that is.

Well, they've come up with a great six pack of maths, colour recognition, matching and singing. Enough to keep your tots amused for days on end! At their highest levels, most of the programs held the interest of a much wider range of age



groups than just the under 5s. A very definite plus, given the price of software.

Counting sheep

Having trouble with numbers? Let *Teddy The Teacher* help you! Wearing his cap and gown so he looks just the part, Teddy runs through counting to ten before taking your hand and leading you gently through the morass of basic addition. First time round you get pictures to help you, but then you're on your own, kid! Pretty pictures, solid educational value, interested tots; what more can you ask for?

Teddy's Karaoke (yes, you read it right, Karaoke!) is possibly, in educational terms, one of the weakest programs. Not content with a nice safe career in teaching, our intrepid Ted has donned his shades, slicked back his fur and done his level best to look cool (rather like a Ted, you may or may not be thinking).

And, like all the great DJs, toasters and rappers, his first love is a good nursery rhyme, just like momma used to sing. It's actually a fairly well-designed, follow-the-bouncing-ball singalong program which teaches a bit of rhythm and letter recognition as it goes. The only problem is that when the ball reaches the end of a line, the lyrics scroll up jerkily so the next line is at the top. This rather threw our little readers — books just don't do that!

Teddy's Books, on the other hand, really does set you thinking.

The scene is this. Daddy Ted is reading to his little teddies to get them off to sleep. Your task is to decide which of the numbered books he's actually reading from. On the first level all you have to be able to do is work out which of a sequence of numbers is missing. From sequencing you move all the way up to deduction, using the concepts of bigger and smaller numbers — something which the little ones quite often need practice at.

What's both cute and original is that each time you answer correctly, one of the teddies snuggles down and drops off. As soon as they're all out cold, the dreamtime sheep start to jump over dreamtime fences! All together — aaaahhhh! Still, the tinies loved it!

Train of thought

Fun Train is basically a matching game, but again, beautifully presented. Teddy the train driver (are these teddies all related?) tows along a series of pictures. Can you match up the two identical ones?

At this level our under 5s were kept well-occupied, waving back with great gusto at Teddy when they got the answers right. At higher levels it taxed the reading abilities of the older ones, too. But they didn't wave at Teddy — they're all far too sophisticated at the age of six for that kind of thing!

Colour recognition and general artistry are explored in both *Teddy's House* and *Teddy Paint*. Although you can use the 'cursor' keys (in this case '*', '^', '@' and ';'), a joystick will help with *Teddy Paint*.

It's a potentially very powerful tool for the tots, but they'll need an adult around for quite a while before they can hope to get to grips with it all. You can run up anything from a pseudo-psychedelic picture (using the cycle colour function) to a complete teddy scene from a whole horde of ready-made teddies-in-action in the *Teddy Paint* library. If you've long been guarding the secrets of PaintBox from your children, then this is for you!

Teddy's House, on the other hand, is a rather more sophisticated version of the farmyard game from *Fun School 3* — this time you're painting houses, though. And watch out for Teddy — even when he's not actually present in the game, he's to be spotted driving his decorator's van across the screen. Is there no end to this Ted's talents? Nice touch with the garden birds — they sit on the wall and watch the proceedings with a particularly beady eye!

Fun and educational

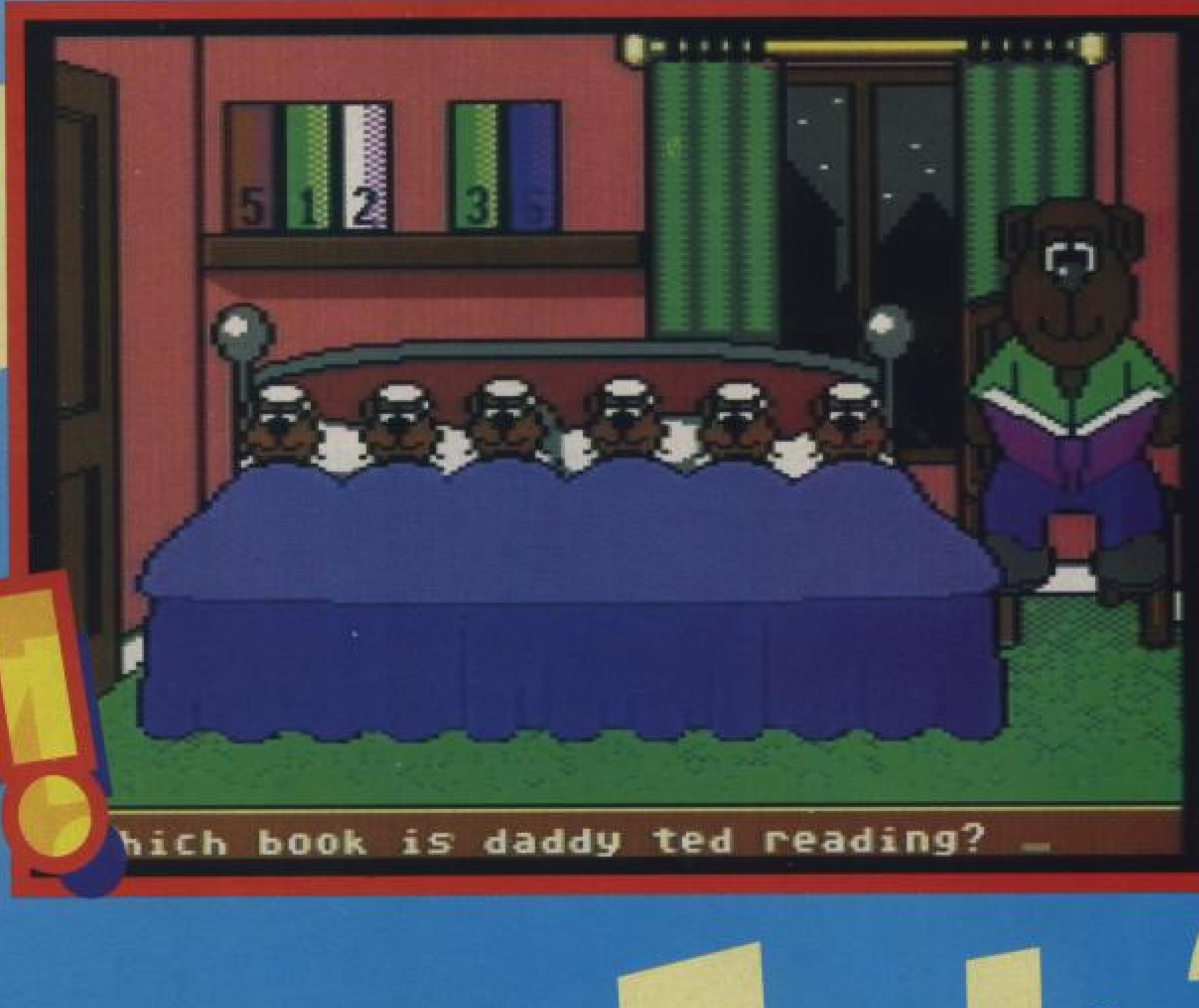
You might need to sit down with the tots and explain just how to get the best out of some of these programs. Whereas *Fun School 3* had ideas for expanding on the themes introduced by the various programs, this manual doesn't go into it at all. Pity.



Even so, this is the kind of package that sends parents scurrying out to buy a computer for their little darling. It's entertaining, colourful, well-designed and even dare I say it, educational! More, more, much more please! When's *Fun School 5* coming out?

Fun School 4 should be out now from EuroPress Software for £12.95 cass, £16.95 disk.

OKAY!



SUPERSUB STRIKES BACK!

SUBSCRIBE TO ZZAP! AND GET A FREE OCEAN GAME!!!



Flash Gordon, eat your heart out. I may be the usual type of hopeless production editor during the day but once every blue moon I magically transform into... dum, dum, derrrr... Supersub, the handsome hero (as my mother tells me) who always arrives at the earliest second to save the day! Not 'arf!

This month's dauntless deed, courtesy of Supersub, is the business transaction you've always dreamed of: no, not pilfering millions from your employees' pension fund, but a chance to get ZZAP! delivered to your home, plus a free Ocean cassette* game of your choice! What an amazing deal or what

(*Add £4 if you want your game on disk. Free gift offer only valid for UK residents.)

either

WORLD WRESTLING FEDERATION

Step into the boots of that butch guy, Hulk Hogan, in this Sizzling beat-'em-up, and dream you're as hunky and heroic as Supersub! I'm a man and I like grappling... with women (I wish!).

or

SMASH T.V

A nightmare of a gameshow, a Sizzling dream of a game. Smash all those baddies and beat up that smarmy host — if only he was as lovable and cuddly as Supersub — I am not overweight!

or

HUDSON HAWK

A superb conversion of my favourite movie! Now, being a clean-living, perfect sort of guy, Supersub doesn't normally believe in burglary, but during the game you do have to engage in a bit of thievery to save the world! And Supersub would just like to say, I admire Andie McDowell — she's all woman, just right for an all-man Supersub!

Why, even my soppy sidekick, Superhippyfilmplanner, could tell that's a pretty amazing deal. It's a pity he's such a hippy, really. Instead of doing the, erm, whatever he does for ZZAP!, he much prefers to 'trip out, man', playing *Rick Dangerous 2*. Why can't everyone be as dedicated and hard-working as Supersub? Well, I suppose I am the one and only, nobody I'd rather be. Apart from Frank Butcher, perhaps.

How much would you pay for such a deal? £400 million (and you don't even have to fall off your yacht!)? Well how about this to get the crowd singing 'Abide With Me' with Vic Reeves?...

£24!

(UK only. *Add £4 if you want your Ocean game on disk)

Oi! ZZAP! I wanna enrol with you!

• ***The Ocean game I've chosen is ....***

	Cassette	Disk (£4 extra)
World Wrestling Federation	☐ 6101	☐ 6102
Smash TV	☐ 6103	☐ 6104
Hudson Hawk	☐ 6105	☐ 6106
	New Sub	**Renewal**
• I live in the United Kingdom (£24 with cass, £28 with disk)	☐ 6001	☐ 6002
• I live in Europe or Eire (£30, no free game)	☐ 6003	☐ 6004
• I live outside Europe (£44, no free game, posted airmail)	☐ 6005	☐ 6006

This order is not valid after January 31st 1992

• **Method of payment:** ☐ ***VISA*** ☐ ***ACCESS*** ☐ ***POSTAL ORDER*** ☐ ***CHEQUE***

• **Credit Card Number:**..............................

• **Expiry Date:**..............................

• **Signature:**..............................

• **NAME:**..............................

• **ADDRESS:**..............................

....

..............................POSTCODE:..............................

• Make cheques and postal orders payable to **EuroPress Direct**. Send this form with payment, to: ***Europress Direct, ZZAP! SUBSCRIPTIONS, FREEPOST, Ellesmere Port, South Wirral L65 3EB.***

• ***Phone orders:*** Tel: 051 357 1275. • ***Subscription enquiries:*** Tel: 051 357 2961.

Ocean's Golden Gun?

'If I see another Op-Wolf clone', said IAN OSBORNE, 'I'll throw myself under a bus.' Grasping the opportunity with both hands, we sent him to Images development house to report on *Space Gun*, soon to be released by Ocean.



● Kill the alien scum and rescue your friends in this kick-alien ass blaster form Ocean.

Operation Wolf clones; they get everywhere, don't they? Everywhere you look there are home-computer variants of the original coin-op classic. To make any sort of mark with such an overused theme, a game has to be that little bit special. Fortunately, the *Space Gun* coin-op has 'special' written all over it, and its Commodore 64 conversion promises to be equally good.

Coin-op commandos

You play a space-age commando who, with optional friend, rescues human hostages held captive on an alien starship.

On completing this task you find you've lost contact with the research centre, so board your shuttle, make planet-fall, and kick ass while recapturing it from the aliens (rescuing more hostages as you go, of course!).

With the base back in human hands it's back to your shuttle and home in time for tea, or at least it would be if the aliens hadn't got their sweaty claws on it! That's right, you've got more blasting to do! No hostages this time, but if you hit the shuttle control panel too often you'll blow yourself away, game over and no questions asked.

The energy bar system is very *Op Wolf*-ish — take too many hits and you die. Unlike *Wolf*, however, there are crosshairs representing your gunsight on screen. Without the cabinet-mounted gun to look down in *Op Wolf*, you couldn't see where you were aiming unless you were shooting, and ammo was limited!

There are no ammo limitations in *Space Gun*, but be careful — overshooting leads to overheating!

There's three special weapons, namely Bombs, Flames, and Freeze, collected via reveal-and-shoot icons. Missed one? No worries — run backwards and retrieve it.

Ambitious aliens

The C64 game is being programmed by Tom Pinnock of *Chips Challenge/Back To The Future II* fame. It's the most ambitious project he's ever attempted.

Clever programming is evident throughout. Use of a multi-plexor (complex machine-code routine) allows more than the standard C64 eight sprites on screen. As the large aliens are made up of 3x3 sprites and the end-of-level baddies 4x4, you can still only get one large enemy on the screen at once, but action is intensified by throwing in lots of smaller baddies at the same time.

● No time to admire the gorgeous graphics. Kill, kill, kill! Blast those alien swines till they explode in your face.



According to the team, they couldn't use the multi-plexor to its limits as it doesn't allow for priorities when sprites overlap, an inevitable occurrence in a three-dimensional game like this.

Another difficulty encountered was scaling the alien sprites in and out of the screen for the 3-D effect. This is incredibly difficult on the Commodore as it can only double the sprites in size, which would be useless for this game — the aliens would either reach you far too quickly or take unfeasibly long pauses between steps. (In earlier *Op Wolf*-type games the sprites only moved horizontally). This was solved by storing the frames separately and swapping between them, giving the impression of forward movement. Typically, about eight frames were needed for each alien.



● More nasties to deal with. These massive sprites are looking mega impressive!

Sci-fi atmosphere

Space Gun looks very close to the coin-op, though inevitably a few embellishments had to go. When ol' green bonce slashes you with his claws, for example, the wounds don't appear on screen, and when you return the compliment by blowing his intestines across the deck he only flashes instead of bleeding horribly.

Even so, the large-budget sci-fi film atmosphere is preserved, giving an incredible feeling of danger — you forget you're only playing a computer game. The graphics, features, and area layout are all remarkably close to the original. Images aren't yet sure whether all seven levels will be present, but there'll certainly be at least five.

● Watch out for the full *Space Gun* review in the next ZZAP!.

CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton, WV2 4AN.
Tel: 0902 25304. Fax: 0902 712751

CALL US ON: 24 HOUR CREDIT CARD HOTLINE 0902 25304

COMPILATIONS

AIR /SEA SUPREMACY
SILENT SERVICE, CARRIER COMMAND, GUNSHIP, P47 THUNDERBOLT & F15 STRIKE EAGLE
CASS 11.99 DISC 13.99

SUPER SEGA
GOLDEN AXE, ES.W.A.T., SHINOBI, SUPER MONACO G.P. & CRACKDOWN
CASS 12.99 DISC 13.99

SUPER SIM PACK
INTERNTIONAL 3-D TENNIS, ITALY 1990, CRAZY CARS 2 & AIRBOURNE RANGER.
CASS 11.99 DISC 13.99

CAPCOM COLLECTION
STRIDER 1 AND 2, GHOULS N GHOSTS, FORGOTTON WORLDS, U.N.SQUADRON, DYNASTY WARS, LED STORM & LAST DUEL.
CASS 12.99 DISC 13.99

BOARD GENIUS
SCRABBLE DELUXE, DELUXE MONOPOLY, RISK & CLUEDO MASTER DETECTIVE
CASS 11.99

MOVIE PREMIER
TEENAGE MUTANT HERO TURTLES, GREMLINS 2, BACK TO THE FUTURE 2 & DAYS OF THUNDER.
CASS 10.99 DISC 13.99

JAMES BOND COLECTION
SPY WHO LOVED ME, LICENEC TO KILL & LIVE AND LET DIE.
CASS 8.99 DISC 13.99

GRANDSTAND
WORLD CLASS LEADERBOARD, PRO TENNIS TOUR, CONTINENTAL CIRCUS & GAZZA'S SUPER SOCCER
CASS 10.99 DISC 13.99

ADDICTED TO FUN
BUBBLE BOBBLE, RAINBW ISLAND & NEW ZEALAND STORY
CASS 7.50 DISC10.99

HANNA BARBERA CARTOON COLLECTION
YOGI'S GREAT ESCAPE, HONG KONG PHOOEY, RUFF AND READY & BEVERLEY HILLS CATS
CASS 7.50 DISC 10.99

VIRTUAL WORLDS
TOTAL ECLIPSE, CASTLE MASTER & THE CRYPT
CASS 10.99 DISC 13.99

TEST DRIVE 2 COLLECTION
TEST DRIVE 2 (THE DUEL), MUSCLECARS, EUROPEON CHALLENGE, SUPER CARS & CALIFORNIA CHALLENGE
DISC ONLY 17.50

PACK OF ACES
INTERNATIONAL KARTE, BOULDERDASH, WHO DARES WINS 2 & NEXUS
CASS 3.99

PHANTASIE
PHANTASIE, PHANTASIE 3 & WIZARDS CROWN
DISC ONLY 17.50

POWER UP
RAINBOW ISLANDS, ALTERED BEAST, X-OUT, TURRICAN & CHASE HQ.
CASS 11.99 DISC 13.99

ITS TV SHOWTIME
KRYPTON FACTOR, BULLSEYE, BOB'S FULL HOUSE & EVERY SECOND COUNTS.
CASS 7.50

PREMIER COLLECTION
FLIMBO'S QUEST, LAST NINJA 1 & 2, MYTH, DOMINATOR & INTERNATIONAL KARATE
CASS 11.99 DISC 13.99

FISTS OF FURY
DOUBLE DRAGON 2, SHINOBI, DYNAMITE DUX & NINJA WARRIORS
CASS 10.99 DISC 17.50

WINNERS
THUNDERBLADE, L.E.D. STORM, BLASTEROIDS, IMPOSSIBLE MISSION 2 & INDIANA JONES
CASS 5.50

SPACE ACE
CYBERNOID, EXOLON, VENOM STRIKES BACK, XEVIOUS, NORTHSTAR, ZYNAPS & TRANTOR.
DISC ONLY 5.50

COIN OP HITS
OUTRUN, THUNDERBLADE, ROAD BLASTERS, SPY HUNTER & BIONIC COMMANDO
DISC 5.50

WHEELS OF FIRE
TURBO OUTRUN, CHASE HQ, POWERDRIFT & HARD DRIVIN.
CASS 10.99

HOLLYWOOD COLLECTION
ROBOCOP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE & GHOSTBUSTERS 2
CASS 10.99

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGICLAND DIZZY
CASS 7.50

THRILLTIME PLATINUM
BUGGY BOY, SPACE HARRIER, LIVE AND LT DIE, OVERLANDER, DRAGONS LAIR, THUNDERCATS, BEYOND THE ICE PALACE, GREAT GURIANOS & HOPPING MAD
DISK 7.50

FIST AND THROTTLES
BUGGY BOY, THUNDERCATS, ENDURO RACER, IKARI WARRIORS & DRAGONS LAIR.
DISC ONLY 3.99

T.N.T.
HARD DRIVIN, TOOBIN, DRAGON SPIRIT, XYBOT & A..B.
CASS ONLY5.50

FUN FORCE 3
CALIFORNIA GAMES, OUTRUN & BARBARIAN 2
CASS 6.99

MAX PACK COMPILATION
TURRICAN 2, ST DRAGON, SWIV & NIGHTSHIFT
CASS 11.99 DISK 13.99

SUPER HEROES
STRIDER 2, INDIANA JONES, LAST NINJA 2 & THE SPY WHO LOVED ME.
CASS 10.99 DISK 13.99

THE HITS 2
CREATURES, SUMMER CAMP, SNARE, HEAT SEEKER & RETROGRADE
CASS 11.99 DISK 13.99

CARTOON COLLECTION
DIZZY, SLIGHTLY MAGIC, LITTLE PUFF, SEYMOUR GOES TO HOLLYWOOD, SPIKE IN TRANSYLVANIA & C.J ELEPHANT.
CASS 7.50

CHART ATTACK
LOTUS ESPRIT TURBO CHALLENGE, SUPER CARS, CLOUD KINGDOMS, IMPOSSAMOLE AND GHOULS AND GHOSTS.
CASS 10.99 DISK 13.99

SUPREME CHALLENGE
TETRIS, ELITE, SENTINEL, ACE 2 & STAR GLIDER.
CASS 5.50

COMPILATIONS

DATA RECORDER REPLACEMENT
CASSETTE DECK FOR THE CBM 64 GREAT VALUE AT **29.99** I
NC POSTAGE

MPS 1230 PRINTER
120 C.P.S. N.L.Q.
FRICTION/TRACTOR FEED
PARALLEL/SERIAL **149.99**
INC. POSTAGE

CDTV

ADVANCED MILITARY SYSTEM	29.99	HOUND OF BASKERVILLES	29.99
BATTLESTORM	29.99	SIM CITY	29.99
CD-REMIX (ICON DRIVEN COMMANDS)	29.99	WRATH OF THE DEMON	29.99
FALCON NEW	44.99	XENON 2 NEW	29.99

MIDI CONNECTOR + 2 MIDI CABLES........14.99
MOUSE MATS 2.99
ST & AG EXTENSION LEADS 5.99

AMIGA 1/2 MEG EXPANSION WITH OR WITHOUT CLOCK 29.99

3.5 inch DOUBLE SIDED, DOUBLE DENSITY WITH LABELS

1	0.59
10	5.50
25	12.50

40 PIECE 3 1/2 DISC BOX 6.99
80 PIECE 3 1/2 DISC BOX 7.99
120 PIECE 3 1/2 DISC BOX 9.99

HINT BOOKS

BARDS TALE 1 OR 2 OR 3	5.00
BUCK ROGERS	7.99
CHAMPIONS OF KRYNN	7.99
COLONELS BEQUEST	8.99
CONQUEST OF CAMELOT	8.99
CURSE OF AZURE BONDS	7.99
DEATH KNIGHTS OF KRYNN	7.99
DRAGONS OF FLAME	4.00
ELVIRA	4.99
EYE OF BEHOLDER	7.99
HEROES OF THE LANCE	4.00
HEROES QUEST	8.99
HILLSFAR	7.99
INDIANA JONES THE ADVENTURE	4.99
KINGS QUEST 1 OR 2 OR 3 OR 4 OR 5	8.99
LEISURESUIT LARRY 1 OR 2 OR 3	8.99
MANHUNTER IN SAN FRANCISCO	8.99
MIGHT AND MAGIC 2	5.99
POLICE QUEST 2	8.99
POOL OF RADIANCE	7.99
\QUWEST FRO GLORY 2	7.99
SAVAGE EMPIRE	5.99
SECRET OF THE SIVER BLADES	7.99
SPACE WQUEST 1 OR 2 OR 3	8.99
STARFLIGHT 1 OR 2	5.00
ULTIMA 5 OR 6	5.99
WASTELAND	5.00
QUEST FOR CLUES HINT BOOK 3	14.99

HINTS AND TIPS FOR 40 TITLES UINCLUDI:-
CODENAME ICEMAN, FUTURE WARS, HOUND OF SHADOW, INDIANA JONES, LEISURE SUIT LARRY 3, LOOM, MANHUNTER IN SAN FRANCISCO, POLICE QUEST 2, SPACE QUEST 3, BATTLE TECH, CHAMPIONS OF KRYNN ETC. ETC. ETC.

ORDER FORM & INFORMATION

All orders sent **FIRST CLASS** subject to availability. Just fill in the coupon and send it to:-
Software City, Unit 4, BDC 21 Temple Street, Wolverhampton WV2 4AN.
POSTAGE RATES - Please add 50p for orders under £5. Non UK/EEC countries add £2.50 per item. Non EEC countries add £4 per item. Paying by cheque - Cheques payable to Software City

Name ....
Address ....
....
Postcode ....Tel No........................

Name of Game	Computer	Value
	Postage	
	TOTAL	

Previous Customer ☐ ......Ref No........................
Card No ....Exp Date ....
Signature ....Date ....

MO7

EUROPEAN ORDERS MASTERCARD EUROCARD ACCEPTED

The Scorelord's HIGH-SCORING HEROES And Charts too!

Due to the vast distances involved, communications have only just reached me about the rebirth of ZZAP! under EuroPress Impact — my nipple twisting and Suckomatic probing obviously did the trick!

Sadly, I've only had a few of your scores and charts votes trickling in, so things are little changed from last month. Never mind, you've got a whole month to get them in for the next ish — so there's no excuse! Send them to *EuroPress Impact, Scores & Charts, ZZAP!, Case Mills, Ludlow, Shropshire SY8 1JW.*

ATOMINO (Psygnosis)
(Mode A)
72,335 (Level 38) James Tully, Brighton, Sussex
19,718 (Level 17) Matthew 'Mole' Allen, West Ewell, Surrey
(Mode B)
93,726 Chris (WAK) Everett, Worcester

BLOOD MONEY (Psygnosis)
276,350 (Completed) Darren 'Jon' Sloper, Invergordon, Ross-shire
255,550 (Completed) Euan Walters, Whinmoor, W Yorks
242,750 (Completed) Martin Bastable, Stafford

BOMBUZAL (Megatape 16)
3,845,670 (Completed) Joy Cooper, Lisnagry, Co Limerick, Ireland
3,455,830 (Completed) Iain McLaren, Anonyville
1,268,130 (Level 57) Graham Keeling, Bournemouth, Dorset

BOULDERDASH IV (Megatape 23)
30,785 Patrick Walsh, Formby, Merseyside

CJ'S ELEPHANT ANTICS (CodeMasters)
138,220 (Completed) Patrick Walsh, Formby, Merseyside
119,432 (Completed) Graham Keeling, Bournemouth, Dorset
117,608 (Completed) Geraint Rees, Llanelli, Wales

CREATURES (Thalamus)
14,894 Graham Keeling, Bournemouth, Dorset
14,273 Paul Turville, Churchdown, Glos
13,700 Dean Vandenbergh, Londonderry, North Yorks

FLIMBO'S QUEST (System 3)
239,040 (Completed) Steven King, Cumbria
230,475 (Completed) Adrian Nicklin, Rawmarsh, Rotherham
157,255 (Completed) Scott Leach, Suton Park, Hull

INTERNATIONAL 3D TENNIS (Palace)
$3,031,534 David (Wavy) James, Smethwick, W Mids
$1,218,736 Laurence Smith, Auckland, New Zealand
$1,052,337 Patrick Walsh, Formby, Merseyside

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Virgin)
$18,820,000 Paul Turville, Churchdown, Glos
$10,050,000 Robert Jones, Rochdale, Lancs
$4,530,000 Patrick Walsh, Formby, Merseyside

KLAX (Tengen/Domark)
7,442,846 (Wave 87) Simon Sharp, Evesham, Worcs
6,431,721 (Wave 86) Mark McGarry, Larne, N Ireland
4,903,330 (Wave 73) Chris (WAK) Everett, Worcester

KWIK SNAX (CodeMasters)
4,325,100 (Completed) Punty, Norwich
4,234,300 (Completed) Alasdair Maciver, Knock Point, Isle Of Lewis
4,224,050 (Completed) Scott Leach, Sutton Park, Hull

MIDNIGHT RESISTANCE (Ocean)
1,000,845 (Completed) Matthew Dainty, Shrewsbury
800,028 Robert Swindells, Parkstowe, Dorset
184,965 (Completed) Colm, Clyde, Turrican McDermott

NARC (Ocean)
1,954,620 (Completed) Patrick Walsh, Formby, Merseyside
1,210,950 (Completed) CJ Berry, Woolton, Liverpool
584,600 (Completed) C Maddocks, Killamarsh, Sheffield

NAVY S.E.A.L.S (Ocean)
221,318 (Completed) Patrick Walsh, Formby, Merseyside
213,585 (Completed) Neil 'the Navy SEAL' Higgs, Coventry
210,940 (Completed) Steven King, Kendal, Cumbria

NIGHT SHIFT (Lucasfilm/US Gold)
$81,300 David Humphreys, Murroe, Co Limerick, Eire
$80,000 Stephen Howe, Ballisodare, Co Sligo, Rep Ireland
$77,480 C Maddocks, Killamarsh, Sheffield

OUTTAKE 2 (Megatape 20)
14,520 Jonathan Chapman, Grimsby, South Humberside

POWERAMA (Megatape 21)
7,175,825 Damon Naile, Exmouth, Devon
5,740,675 Jonathan Chapman, Grimsby, South Humberside
5,130,200 Craig Pattenden, Salisbury, Wilts

PREDATOR 2 (Imageworks)
1,758,375 (Completed) Bart (Slade) Hendrix, Horst, Netherlands

REVENGE OF THE MUTANT CAMELS (Megatape 19)
131,035 Rory 'Revs' Stamp, Cartmel, Cumbria
118,654 Matt 'Mutant' Rhodes, Cartmel, Cumbria

RICK DANGEROUS 2 (MicroStyle)
30,920 Ian Fletcher, Dibden Purlieu, Southampton

ROBOCOP II (Ocean)
9,015,000 (Completed) Paul Turville, Churchdown, Glos
7,868,000 (Completed) Matthew Dainty, Shrewsbury
6,273,000 CJ Berry, Woolton, Liverpool

RUBICON (21st Century Entertainment)
12,480 Rob H, ZZAP! Reactor

SLAYER (Megatape 17)
35,710 (4 times round) Scott 'Kwik Snax' Leach, Sutton Park, Hull

SPIKE IN TRANSYLVANIA (CodeMasters)
16,010 (Completed) Scott 'Dodo' McKee, Stowmarket, Suffolk
2,600 Graham Keeling, Bournemouth, Dorset

TEENAGE MUTANT HERO TURTLES (Imageworks)
18,425 Paul Ashton, Pontyclun, Mid Glamorgan
17,666 Ian Fletcher, Dibden Purlieu, Southampton

TIME MACHINE (Vivid Image/Activision)
7,786 Ian Fletcher, Dibden Purlieu, Southampton

VENDETTA (System 3)
(Time Left)
41:50 Punty, Norwich
41:21 John de Vugt, Roosendaal, Holland
39:26 Chris (WAK) Everett, Worcester

WELLTRIS (Infogrames)
6,142 (64 lines) Victor van Vlaardingen, Rotterdam, Holland
5,956 (61 lines) Daniel Johansson, Sjuntorp, Sweden
5,923 (67 lines) Parky, The Dark Room, ZZAP!

ZYBEX (Megatape 15)
29,720 Steve Arnott, Huntingdon, Cambs

The January Charts!

• THE READERS' CHART

1.	(1) Turrican II	(Rainbow Arts)
2.	(2) Creatures	(Thalamus)
3.	(-) Smash TV	(Ocean)
4.	(3) Navy SEALs	(Ocean)
5.	(-) World Class Rugby	(Audiogenic)
6.	(-) Terminator 2	(Ocean)
7.	(-) Speedball 2	(ImageWorks)
8.	(8) Midnight Resistance	(Ocean)
9.	(4) Last Ninja III	(System 3)
10.	(10) Rainbow Islands	(Ocean)

• TOP FIVE SOAPS!

1. Home And Away
2. Coronation Street
3. Brookside
4. Neighbours
5. Eastenders

• THE ALL-NEW SCORES AND CHARTS FORM!

Yes, now you can enter your high scores and chart votes on one simple form (if you have more than three high scores, you can put the extra ones on a piece of paper). Don't forget to vote for your fave games — from now on I'LL ONLY ACCEPT SCORES IF THEY'RE ACCOMPANIED BY CHART VOTES! And anyway, you could get lucky and win £30 worth of software like lucky old Paul Turville of Churchdown, Gloustershire.

MY TOP THREE GAMES ARE:
1. ....
2. ....
3. ....

MY TOP THREE SCORES ARE:
1. ....
2. ....
3. ....

MY FAVOURITE FOOTY PLAYER IS .....
....
NAME..............................
ADDRESS..............................
....
.... **POSTCODE**..........

CISCO HEAT



● Brrrroooommmmmm! Vrrrooommm! It's Phil in his Metro mounting the pavement in an attempt to get to work on time!

Image Works, £10.99 cassette, £15.99 disk.

Not content with chasing after hardened criminals, the San Francisco Police Department are preparing for their yearly race around the streets of downtown 'Cisco. All highways and byways have been cordoned off, the cops are at the starting line waiting in anticipation for the signal… and they're off!

As a top-notch cop you get to beat the pants off some of the best police drivers in town. The road scrolls towards you with trees and buildings whizzing past on both sides. You control your car with keys or joystick in the normal way. Press up to accelerate, down to brake and fire to toggle hi/lo gear.

Follow the road as it twists and turns to the left and right, whilst avoiding the traffic ahead. Some of these are other police cars, to overtake. Others are large lorries and juggernauts. Try and avoid careering into the back of them as you're bound to flip out, leading to a 360-degree roll.

Each stage has a set time limit. Don't worry if you seem to be running out of precious seconds, passing checkpoints en route bumps up your time. Also on screen, you're told what race position you hold. Only the best of the best get to be numero uno, and that means thrashing your car to its 170mph limit!

But don't go 'L for Leather' when a road junction nears. The signs at the side of the road warn you on approach: time to slow down, change gear and stop. Complete a route unscathed and your lap time appears along with bonus points for time remaining.

Not so hot

Cisco Heat is billed as 'the most thrilling and realistic racing simulation ever to be seen on a home computer'. I've seen more thrills and realism in a fish tank! The graphics are just *SO* awful. OK, the 64 is renowned for being a touch blocky in the visuals department, but *Cisco Heat* really takes the biscuit. The cars ahead look like cardboard-box creations with cotton-reel wheels, and the the buildings in the background and whooshing past resemble Lego bricks. The scrolling is poor and leads to a touch of flicker. It hardly gives a sense of speed either; at some points I looked at the road only to feel as though I was travelling backwards!

Most annoying is the lack of gears and the way it's possible to just stay in the middle of the road, ramming into the back of other vehicles without actually crashing.

The sound tries to emulate a hard driving, racy feel. It's average, it's boring, it's repetitive, rather like the game, I'm afraid. I'm usually a very nice person (honest!) and love a good old racing game. However, *Cisco Heat* has rubbed me up the wrong way. If it were a budget game, fair enough, but FULL PRICE?! Leave it out! Time to go and purchase a fish tank and a few neon tetras, I reckon!



A friend of mine once asked a gypsy what he should do to give him good luck. 'Take your copy of *Cisco Heat*,' he was told, 'tie it to a lamp post with a piece of string, and leave it overnight.' So he did as instructed. When he went to collect it the next day, someone had pinched the string!

Cisco Heat is really dire. Its blocky graphics, flicky animation, and jerky road make it poor value for money as a budget game, let alone full price. When you release a game with such a well-served theme as driving, you have to make your game that little bit special — give it an unusual plot, spanky graphics, great animation, etc, etc. *Cisco Heat* features none of these. A complete waste of money.



● Why do all the cars in this game all look the same? Is it because the graphics are easier to create that way or does the programmer like Ladas?



PRESENTATION 79%
Single load, excellent loading screen.

GRAPHICS 32%
Blocky and unimaginative, jerky scrolling, no sense of speed.

SOUND 52%
Weak intro tune, monotonous in-game 'music'.

HOOKABILITY 43%
Easy to play as it's so hard to crash! Downright boring.

LASTABILITY 24%
Five stages all look the same and play equally appallingly.

You'd have more fun being fitted up by the West Midlands Serious Crime Squad!

OVERALL 30%



● Born to be wild! Rev your bike up on the starting grid — your position is determined by a qualifying session.



● Ride your bike hard round the bends to catch up with those other greasy Hell's Angels! Oh look there's Ozzy Osbourne!

THE CYCLES

Accolade, £5.99 cassette, £7.99 disk

The Cycles places you right on the seat of a superbike with scenery and opponents whizzing by. Nothing new there, and in terms of sizzling arcade action, *Cycles* can't really be said to shine. The animation of the track and background scenery is juddery by modern 64 programming standards, while sound FX and other 'aesthetic' features aren't startling.

This isn't to say the game's unexciting or has no sense of realism. In fact, once you've mastered the tricky controls, you'll be racing hard with sweat on your brow.

Where the game really stands out, though, is depth. Racing takes place over 15 world-famous circuits, against numerous opponents. You can choose to practise, enter a single race or go for the complete championship. Practice is extremely advisable as sorting out the control of your finely balanced bike takes a while.

Being a biker myself I was very excited when *The Cycles* cruised into the office. I was fired up by that dirty little heavy rock tune introducing it… and I never looked back.

Although the speed of the game doesn't really compare to my daily burn to Ludlow, it's just like the real thing. Racing against all those international bike stars, and on such a dream machine, I was sweating in my leathers I can tell you.

Being experienced in the saddle I had no trouble in getting up to the professional levels using the big machines, and it's rough out there. I only fell off my armchair occasionally, luckily I had my bash hat on… phew.



All slaves of the iron horse apply here.



● Choose your bike — this one's the smallest but it's still got a lot of pep in it to give you some wellie!

Choose your mount

There's a choice of bikes, ranging from a 250cc fizzer to a 500cc monster capable of 165 mph. Each bike has its own characteristics and must be ridden accordingly. Automatic gears are selectable, whilst manual gears are shifted through using the fire button. You can also select the difficulty of your race; 'easy' offering virtual invulnerability to damage, plus easier cornering, while the top level 'pro' has extremely tough opposition and demanding bike control (ie strong possibility of doing a Barry Sheen).

Every race has a qualifying lap to determine your position on the starting grid. The race itself is then loaded, where you compete against computer-controlled bikers. If you enter the full championship season — which can take hours — points are scored according to position. All your personal racing data is recorded such as best lap, average speed, etc — a typically nice touch.

As you race, your position (and the other bikes') is shown on the circuit plan at the top corner of the screen. Constant monitoring of this is vital to success, especially since all the tracks have such tortuous bends. Other on-screen information includes time, position, gear, tachometer and even a rear-view mirror. (But no vanity mirror? — Ed)

Racing certainty

Certainly there's plenty to keep you interested, making it a compulsive and durable game. However, cassette users will find the game marred by a very slow and badly designed multiload system. After every race the tape has to be rewound, so you'll have to be extremely patient (especially as the races begin as soon as they load… no waiting for you to get back with your cuppa!).

But the game itself is well thought out, with an effort towards motorbike authenticity. One thing it misses is a two-player mode, for the benefit of those of us who prefer a bit of human opposition, especially in a game which can last so long.

These are minor gripes though and *Cycles* is a hit, the elements of technique and strategy making up for the lack of immediate thrills and spills. A must for armchair greasers, especially at such a reasonable price.



PRESENTATION 35%
That disruptive multiload… aaarrrggghh!!! Disk owners should be all right though and there's a slick intro.

GRAPHICS 50%
Not very smooth, but we've certainly seen worse.

SOUND 50%
Usual engine roars and tyre screeches, plus a snippet of heavy rock for the intro.

HOOKABILITY 65%
Very difficult to control the bike at first, but it'll keep you trying.

LASTABILITY 77%
If you're into this sort of thing you could be battling on the circuit for months.

OVERALL 70%
Unless you can't face the multiloading it's an attractively priced and intelligent little game.


THE BEST IN QUALITY GAMES
LAST NINJA 2
BACK WITH A VENG
SYSTE
OPERATION THUNDERBOLT
TAITO
CHASE H.Q.
TAITO
The HIT Squad
RAINBOW ISLANDS
TAITO
ROBOCOP™
Hard Drivin'
AT POCKET-MONEY PRICES!
ONLY £3.99 EACH
ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD
HIT NAMES · HIT GAMES · HIT SQUAD
THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX



Elvira needs a lot of front to brave such cold weather — look at her goose pimples!

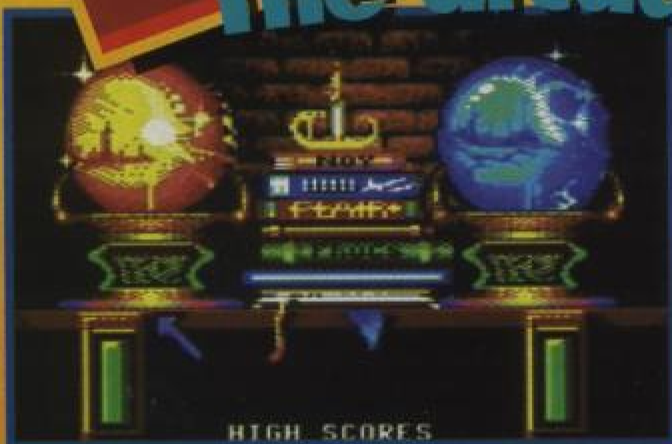
Wow, a once-in-a-lifetime opportunity to get hold of Elvira (ahem!), to watch her well-proportioned body (ha!) do whatever you tell her. But there's very little enjoyment available here. Elvira is sadly represented by an almost unrecognisable sprite and background graphics are little better.

The gameplay involves a lot of walking about which soon gets boring, and frustrating when you mis-step. When you do find the occasional enemy Elvira is lethargic, firing her current weapon very slowly, and as enemies need two or three shots before they die, she can't avoid getting hit and losing power.

Sadly, this game will provide little enjoyment to anyone interested in Elvira or decent arcade-adventure games.



ELVIRA
The arcade game



A presentation screen almost as lovely as the busty lady herself — pity the game's so naff!

Flair, £9.99 cassette, £14.99 disk

Yes, that buxom hell-vixen of 'Heavy Metal Heaven' is here again. Those who saw Elvira presenting the late night heavy rock show will remember her as that spaced-out witch of widely talked about proportions...

The action starts off in Elvira's spooky house, called 'Large Assets' (haw, haw), where she is awakened from a drunken dream by the ghost of her lost ancestor, King Gustav of Transylvania. She accepts his challenge in the hope of winning the castle and becoming Queen of Transylvania.

To succeed, Elvira must conquer two of the King's old kingdoms: the 'Underworld of Fire' and 'Arctic Earth', both of which turn out to be standard arcade adventures. Elvira jumps and shoots her way through them with the multidirectionally scrolling screen revealing various platforms, fire pits, monsters and so on. In fact it's a bit like *Turrican* in a dress!

Spooky intro

After keying in your security code, the game begins with a series of very nicely drawn intro screens, all accompanied by spooky tunes to prepare us for some rip-roaring action. Unfortunately there's a drastic drop in quality when the game begins. The first thing you notice is the central sprite doesn't exactly live up to the Elvira name, depicted in crude jagged graphics.

Apart from the usual jumping around platforms and over holes, collecting keys and food, and so forth, there isn't a lot going on. The evil creatures don't exactly attack with venom. Many are static, but walking ones can sometimes be a problem simply because of your low fire rate.

Other features include collecting spells and weapons such as fireballs, teleport, lightning etc, with which Elvira can despatch more fearsome enemies. Also, she bumps into a spell trader every now and then with whom vital magics can be exchanged.

Big boob

Such features add some minimal strategy, which is the only saving grace of the game. It'll take you quite a while to 'battle' through the 300 screens. But I doubt you'll want to. The gameplay is staggeringly slow and tedious. Graphics and animation are similarly crude and uninspiring. And the sound FX, after the introductory tunes have finished, are extremely sparse and weak. Controlling Elvira is extremely frustrating. The screen scrolls keeping her in the dead centre, and hiding any off-screen platforms she might be able to jump onto next. This results in having to undergo a constant process of trial and error involving very little skill, reflex or thought. Furthermore, controlling our heroine can prove awkward — using diagonal movements for crucial moves, and having to use the keyboard for selecting and casting spells.

And to round things off nicely, there's a completely disruptive multiload system. Even the disk version has to be turned over and reloaded at the start of every game... 'Heavy Metal Heaven' help cassette users!!!

Despite what you might have read elsewhere, this is an extremely dull game and would be severely embarrassed by any comparison with real '90s games like *Turrican II*.



PRESENTATION 60%
Very pretty intro screens and tunes. Free poster of Elvira to drool over as you play. Badly designed multiload though.

GRAPHICS 45%
Crude old-fashioned visuals with a disappointing Elvira, and very few surprises.

SOUND 35%
Uninspiring FX and no music during game.

HOOKABILITY 35%
Painfully slow, uneventful and frustrating.

LASTABILITY 48%
A large game area over the various levels... but who cares?

OVERALL 40%

An overpriced copy of an age-old style, with age-old graphics and sound... but breaking new frontiers in boredom.



● Go on, 'it 'im, Frank! No need to use your head, just jab him.



● That's it, my son. He's not down but he's being counted out.

FINAL BLOW

Storm, £11.99 cassette, £15.99 disk



Oh no, not again! Another beat-'em-up fiasco you can complete on your first attempt.

A better title for the game would be 'Single Blow' because that's all you need to defeat all the other boxers. Just wedge your joystick in the 'UP' position and hold down the fire button: you'll see your opponent drive you onto the ropes, then consistently walk into your right jab! This process is repeated until he's 'knocked down' — a stricken fighter never actually falls but crouches in agony while taking a standing count.

Ringside seat

The action is viewed from the side, and is very two-dimensional — you can't walk past your opponent, nor can you move in any direction other than left and right.

The huge fighters are well drawn with nice shading and great attention to detail. It's strange how they look identical when in the ring, though — even if his mugshot's white, by the time he reaches his corner he's developed a very deep suntan! The animation of the upper body is excellent for the various punches, but the legs are hardly animated at all. The fighters seem to be sliding around on an ice rink rather than walking!

Various game options are on offer, such as length and number of rounds, fighting a human opponent and a practice mode where you fight one opponent at a time instead of running through the entire league of boxers — but when the game's this easy, you don't need it!

Low blow

Intelligent boxing? Don't make me laugh! There are several punches and defensive moves on offer, but you never need them. After your opponent is hit, he slides back faster than you can walk, so following up your attack is impossible. Also, shifting from movement to attack is so sluggish, it's best not to move at all — just stand still and fight off the ropes, Joe Bugner-style. This completely ruins the two-player option, as neither player wants to risk coming forward, so you end up hardly fighting at all!

Final Blow and the Commodore 64 is a mismatch even worse than the Frank Bruno/John Emmen fiasco. It could have been a contender, it's certainly well presented, features impressive,well-animated sprites and a detailed ring backdrop with crowd. The incidental tune is also fairly impressive, and thudding sound FX add a lot to the atmosphere.

What a shame it wasn't better playtested, as that old beat-'em-up killer, the 'repetitive move syndrome' results in a first-round knockout, and for once even the two-player mode is dull. Seconds out… look elsewhere!



I'm none too hot when it comes to boxing games, basically because I'm not rough and tough enough! Too nice for my own good, that's me! However, *Final Blow* is incredibly easy. What was the point of including a practice mode? Even *I* didn't need it! Sometimes, I just left my joystick in one position, kept pressing fire and won! Well, I think I won, my opponent didn't fall on the canvas when I knocked him out!

Graphically, the top half of the sprites are well animated, but someone didn't bother to pay attention from the waist down, and why is it that both fighters look almost identical? The overall look of the playing screen is dark but atmospheric with a real smoky look. Sound is nothing outstanding though: an average title tune and puny thwack effects! If only it was more difficult this could have given *WWF* a run for its money. As it is, gameplay doesn't match graphics!



PRESENTATION 70%
Fair amount of options.

GRAPHICS 80%
Impressive sprites suffer from patchy animation.

SOUND 56%
Title tune good, but sound effects leave a lot to be desired.

HOOKABILITY 37%
Simplistic gameplay that takes seconds to master.

LASTABILITY 21%
Opponents are far too easy and unintelligent to last more than a couple of rounds.

OVERALL 31%

When a game plays this easily any positive aspects cannot compensate.

DOUBLE DRAGON III: The Rosetta Stone



Storm, £11.99 cassette, £15.99 disk

Poor old Marion, she doesn't seem to have much luck at all. Captured twice and killed once so far... is going out with Billy Lee really worth all this hassle? Six years ago the brilliant Double Dragon team, Billy and Jimmy Lee, rescued beautiful Marion from the evil clutches of the dastardly Shadow Boss. The C64 conversion was a disaster, earning a mere 15%. In last year's cleverly named sequel *Double Dragon II* (72%, Issue 57) the dynamic dragons wreaked terrible revenge on the Shadow Boss for Marion's murder.

Uncannily, Marion has been resurrected but then has the misfortune to be recaptured and held for ransom. I think if I were her I'd seriously think about giving Billy the push, it would make her life a lot easier, but then again, what would they use for a plot in *Double Dragon IV*?

As before, the aim in *DD III* is to survive the relentless onslaught of local thuggery, rescue Marion (again), retain your honour and uncover the truth behind the Rosetta Stone. And you might even rid the world of it's strongest enemy, the Shadow Boss.

The Brothers Lee follow a friend called Hiruko who promises to lead them to the Rosetta Stone. This chap obviously has an acute problem with his sense of direction as they drop in on the United States, China, Japan, Italy and eventually Egypt! It sounds like a package holiday, but unfortunately for Bill and Jim there's no cheap vino by the pool. In each country they meet the locals, who are complete thugs relentless in their brutality, responding only to repeated beatings and kickings.

Extra equipment

For such a truly daunting task the heroes have the opportunity to kit themselves out in the Weapons Shop. At this friendly little store you can choose from nunchukas, grenades, missiles, knuckledusters, swords, pick up extra lives and boost your energy if you can afford it. Another option is to invest in some rather nifty extra tricks: a Locking Head Squeeze manoeuvre, a Handstand Ankleflip or the One-Armed Headbutt.

Alternatively if Billy and Jimmy defeat certain enemies they have the option of acquiring the skills of the conquered foe who then joins them as a sign of respect for their superior mastery of the fighting arts. This comes in very handy as the skill won't cost you any money, but is paid for in strain and sweat!

Double trouble

If you're a big *Double Dragon* fan, you won't be disappointed with the latest episode. It's a standard beat-'em-up very much like its two predecessors. However, attempts have been made at enlivening the gameplay, and the choice of additional powers and weapons helps considerably. Visits to the weapon shop also provide a welcome break to the constant onslaught of machete-wielding baddies.

Graphics are good and clearly reproduced with particular attention taken over the native enemies, eg American football players in the US. The sound FX aren't particularly inspiring, just the odd thwack now and then.

I'm afraid *DD III* didn't impress me a great deal. Agreed, it's a good ole street fighting game, especially in the fun two-player mode, but I can't help thinking we've seen it all before.



Being yet another scrolling kung-fu beat-'em-up game, *Double Dragon III* has a lot of competition on the 64. And it has to be something really special to stand out from the bunch these days. This one doesn't quite have the required edge, although it pips many others of its kind. Thankfully this isn't a game which you can crack the technique of within ten minutes — unlike some we could mention! The brothers' enemies are fast, numerous and deadly, making the gameplay fairly addictive. The choice of weapons/skills also adds some originality.

The sprites are surprisingly good looking, considering there are no overlays, and there's always plenty of them on screen, giving a real arcade feel. Although *DDIII* isn't that original or innovative, it is very competent and shows the C64 can handle fast action, two-player beat-'em-ups in style. Well worth a look.





PRESENTATION 67%
Separate multiload of levels acceptable on disk version. Simultaneous two-player mode.

GRAPHICS 71%
Adequate sprites and backdrops. Nifty animation.

SOUND 65%
Sparse FX and good title tune.

HOOKABILITY 76%
Playable from the start, especially with two players.

LASTABILITY 72%
Varied and smart enemies provide a tough challenge.

OVERALL 73%

A fast and challenging beat-'em-up.

• Loads of games for not much cash!

BLITZ!



SKY HIGH STUNTMAN

Code Masters, £3.99

If there's one thing I can't stand in computer games, it's when the accompanying instructions are wrong. It's extremely unprofessional, and there's no excuse for it. Yes, I know it's easier to write one set of instructions to cover all formats, but that's their problem — ours is we're told we start the game in a biplane, when it's actually a helicopter.

So what are you actually doing in that helicopter? Well, you've been hired by movie director Steven Squealburgh (!) to complete a series of stunts for his latest action movie. Crash too many times, and you're fired. And what are these stunts you may well ask? Flying your plane, balloon and helicopter into 'enemy territory' and blowing away the opposition, that's what.

Sounds familiar? It should do — *Sky High Stuntman* is little more than an ordinary, everyday shoot-'em-up with the 'stuntman' theme adding nothing to the gameplay whatsoever. 'Ordinary' would be a fair description of the entire game — ordinary graphics, ordinary sound, very ordinary gameplay — in short, there's nothing at all to distinguish it from any other shoot-'em-up, and they're hardly thin on the ground.

The controls (a very ordinary up-down-left-right) are responsive enough, but the fire button is a bit sluggish. This is bad news — if there's one thing a dodge-and-shoot game like this does need, it's a good fire button otherwise you're dead more often than not.

Stuntman's not a disaster, but there are better games to spend your money on so think before you buy.

OVERALL 65%

TARZAN GOES APE

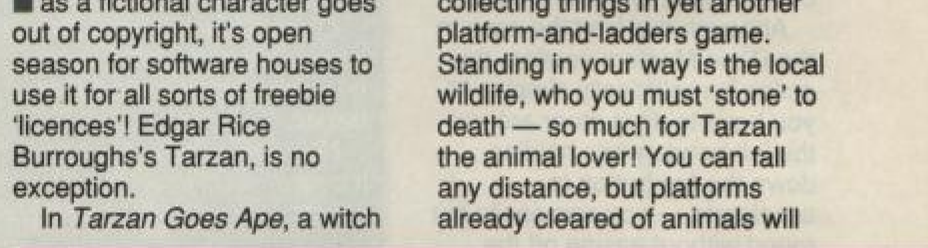
Code Masters, £3.99



It's amazing isn't it? As soon as a fictional character goes out of copyright, it's open season for software houses to use it for all sorts of freebie 'licences'! Edgar Rice Burroughs's Tarzan, is no exception.

In *Tarzan Goes Ape*, a witch doctor has made a monkey out of him — literally! Luckily, he heard an old wives' tale stating that all he needs to return to human form are some simple ingredients and a cauldron — personally I'd have thought he'd be happier as a monkey, but there you go.

Needless to say, the gameplay involves swinging through the trees and collecting things in yet another platform-and-ladders game. Standing in your way is the local wildlife, who you must 'stone' to death — so much for Tarzan the animal lover! You can fall any distance, but platforms already cleared of animals will



SANTA'S XMAS CAPER

Zeppelin Games, £3.99

Ho ho ho, little Commodores, have I got a surprise for you! With endless dud Christmas records in the music charts, I suppose it was inevitable that the software companies would want a slice of the (mince) pie eventually, but would you welcome its arrival down your chimney this Christmas? Or would it make you want to light the fire?

The aim of the game is to help Santa deliver this years batch of overpriced toys to the hoards of screaming brats. Of course the Christmas-hating pixies have other ideas — they've gathered lots of spare prezzies to throw at you. A quick short cut through the melting iceberg in Level Two takes you to your destination, where you hand out the goodies.

Santa's Xmas Caper reminds me of one of those old Jeff Minter games, with lots of colour and 'bullet' sprites that are identical to the 'baddie' sprites. The main character is enormous, as are the bullets. Collision detection is of a very high standard, though, so when you lose your six lives you've only yourself to blame.

Of course, there's nothing really new here, just a horizontally scrolling shoot-'em-up with a Christmassy theme. Even so, the game is brilliantly executed and very playable. You won't be playing it forever, but it will go down a treat with all the relatives on Boxing Day. A worthwhile addition to anyone's Christmas stocking.

OVERALL 79%

restock if they go off the top of the screen.

The first thing I noticed about *Tarzan Goes Ape* is that the main sprite looks nothing like Tarzan or an ape — in fact, it looks more like a jelly baby in a nappy. The animation is unremarkable. He shakes his behind when climbing, and his feet wobble when he walks, but that's about it. Even when leaping you still see the same frontal view.

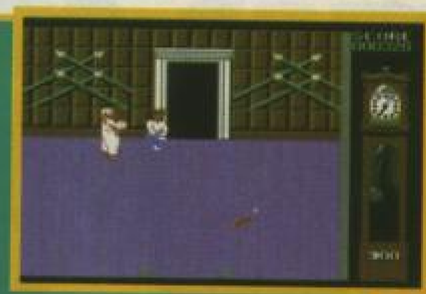
For all its faults, the game is fairly entertaining, and extremely addictive. The music is lively, the action easy to get into, and it has that just-one-more-go quality that far too many games lack.

Recycled gameplay meets free licence on a cheapo budget game, but it works — just.

OVERALL 79%

SLEEPWALKER

Zeppelin, £3.99



Wakey wakey! Don't go to sleep yet, 'cause this is a goodie! The novel concept involves following your sleepwalking Uncle Silas around his dilapidated house, making sure he doesn't wake.

You guessed it, the many rooms are littered with footballs and bricks to trip over, falling chandeliers, noisy ghetto blasters, alarm clocks, skateboards and tacks. Then there's the really dangerous stuff like raw electric cables, holes in the floor and sticks of dynamite!

And how do you stop Silas bumping into these? Do you carefully clear them away? No such luck. You have to step into them yourself to get battered, electrocuted or blown up! Each of these consequences is excellently animated and accompanied by good sound FX — I especially like the hopping around after treading on tacks, and dynamite blowing you to a pile of ashes.



Lucky old Silas doesn't suffer as much — when he bumps into a hazard he just briefly yawns before returning to his slumber. Trouble is he can only do this a number of times before he wakes up for good, causing mental trauma — and game over. Within the time limit you have to guide him back to bed by standing in his way to make him change direction — though the stupid somnambulist has a mind of his own and seems intent on heading straight for the hazards!

Of course, you have to find the old git first; the house is huge with several floors. It can be frustrating when you lose track of him and he keeps bumping into things — an on-screen map would've been helpful.

Nonetheless, it's all great fun in a masochistic sort of way, even though most of the entertainment is from the humorous 'special effects' rather than the game itself.

OVERALL 78%

INTERNATIONAL SPEEDWAY

Code Masters, £3.99

I've never understood the appeal of speedway. The start seems to be everything in a race, as there isn't much overtaking after the first bend.

Although this isn't the case in the Code Masters version, the action is realistically simple. All you have to do is steer around the left bends while holding down the fire button to accelerate — you can easily get round without easing off the throttle. The only problem is how to get past the other three computer riders: bumping into them slows you down. They get faster and more awkward to pass on the tougher of three skill levels. But as you never fall off, there are none of the spectacular crashes of the real sport.

The only surprise the game has to offer is the 3-D, behind-the-rider race perspective — a pleasant change from the usual Code Masters overhead view of the whole track. Not that the graphics are much to look at: just a crude brown track and undetailed, colour-coded bikes. Sadly, the 3-D view eliminates the possibility of multi-player games; instead the solo challenge comprises three progressively more difficult league championships to contest. It's reasonably playable for a while but, yep, I still think speedway's dull.



OVERALL 58%

PHILEAS FOGG'S BALLOON BATTLES

Zeppelin, £3.99



Utter dirge! If Phileas Fogg had a balloon as uncontrollable as this he'd never get round the world in 80 years, never mind days!

You see, Zeppelin have devised this wonderful new control system where you move your balloon up and down to catch the right wind to move you diagonally across the scrolling map. A little meter shows your height, and which direction the wind is blowing at each of four levels. This would be tricky enough but the wind keeps changing direction, sending you the wrong way, inevitably into one of the hills, birds or the barrage of enemy fire — losing you one of three balloons.

If you can keep in control long enough, the aim is to drop bombs onto enemy shacks. But let's face it, you may as well be blowing in the wind (hur hur!), you haven't got a hope. In fact, you can't even reach some shacks on the edge of the map, as the screen refuses to scroll far enough!

Otherwise, the game is technically okay with some attractive shaded graphics and smooth scrolling. But only the very patient and understanding will get any lift out of it.

OVERALL 40%

HARD DRIVIN'

The Hit Squad, £3.99 (Rerelease)

Hard luck if you buy this load of tripe. It must rank as one of the worst coin-op conversions of all time. Even the 20% it got in Issue 68 seems more than a bit generous! It was so bad it was never released on full price, instead appearing on two compilations (*Wheels Of Fire* and *TNT*).



Remember the *Hard Drivin'* coin-op with fast solid 3-D and probably the most realistic driving action ever? Well this is nothing like it!

Not only are the graphics a pain on the eye with their disgusting blue and yellow colour scheme, they're unbelievably slow moving — as Robin put it, 'It's almost like Freescape!'

The basic game content is here with other vehicles to dodge, gear changes, the 'fast' (snigger) Speed track and the Stunt track with its loop-the-loop. But it suffers, as Robin noted, from 'oversensitive steering, dodgy collision detection — the other cars have no sides! — and the general sluggishness making it unplayably tedious... You'd have more fun pushing a Fiat Panda up a steep hill!'

That about says it all!

OVERALL 13%

ROBOCOP

The Hit Squad, £3.99 (Rerelease)

Serve the public trust, protect the innocent, uphold the law... strong stuff! The sort of things box-office blockbuster movies are made of, not to mention the inevitable spin-off computer game.

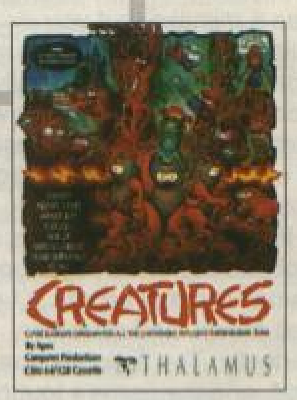
Gameplay is incredibly

GET YER MITS ON

THE HITS 2







SNARE **RETROGRADE** **HEATSEEKER** **SUMMER CAMP** **CREATURES**

CBM 64/128 CASSETTE £16.99 DISK £19.99

Five more smash hits bringing you the very best from Thalamus during 1990–91. "The original HITS is reputed to be one of the best-selling compilations ever," said *New Computer Express*, "...How can Thalamus follow that? Easily... The HITS 2 is a compilation not to be missed."

THALAMUS

THALAMUS LIMITED, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW





varied, featuring horizontally scrolling scenes in which you blow away all the bad guys, an *Op Wolf*-style bit where you must shoot a hostage-taking thug without hitting his unfortunate captive, and even an early version of Ocean's now obligatory puzzle sub-level. Full marks to Ocean for making sure the game closely follows the film plot too — I hate games that sell on a film licence but do sod all with it.

RoboCop scored a massive 89% in Issue 47, surprising since neither Gordo or Maff was that gushing with praise. Two years on the game looks a little dated. The backgrounds are well drawn, but garishly coloured and they sometimes hide the bullet sprites. Incorporating the 'jump' function into the same controls as 'fire upwards' was a mistake, but you quickly get used to it. Far more worrying is the occasionally wonky collision detection, which sometimes leaves you unsure of whether you hit your target or not.

For all its faults, though, *RoboCop* is still a damn good game. The main sprite is very well drawn, and animates perfectly. The action is non-stop, and the game's toughness makes you want to keep on playing rather than give up in frustration, while the sheer variety of it all should keep you interested for some time to come.

OVERALL 77%

F1 TORNADO

Zeppelin Games, £3.99

Tired of arcade shoot-em-ups? Looking for something new and exciting? Well bad luck, *F1 Tornado* is strictly for blow-'em-away freaks only!

Zeppelin have done it again — yet another polished piece of programming on a game that features no new ideas whatsoever. Fortunately, the concept behind *F1 Tornado* is so old that most similar games disappeared ages ago, and playing this one is like greeting a long lost friend. (Ahhh...)

Those who visit their local coin-op arcades will probably be familiar with the old classic *Scramble* — it'll be in the darkest corner where they put all the battered 10p-per-game machines of yesteryear. Well *F1 Tornado* plays just like that! You have eight-way movement on a horizontally scrolling screen, and must shoot the hell out of everything you see — my sort of game, that!

This isn't as simple as it sounds. Enemy battleships block a fair portion of the playing screen, leaving you very little flying space. Ship- and ground-based field guns try to blast you out of the sky, as do squadrons of marauding enemy aircraft.

These fly in fairly predictable patterns, but are far from easy to shoot down. Due to the horizontal scroll, the enemy are soon on top of you, leaving you dodging



RICK DANGEROUS

The Hit Squad, £3.99 (Rerelease)

I can't believe that *Rick Dangerous* scored a miserly 73% in issue 52. It's great! Funny, entertaining, and oozing with character, even two years on it's worth far more.

Set in 1945, the plot is a blatant steal from Indiana Jones. Having crashed his light aircraft near the temple of the head-hunting Goolu tribe, Rick decides to break in and steal all their sacred treasures via. an arcade adventure/platforms-and-ladders game. (Selfish barst!) After he's finished looting, it's off to Egypt to 'rescue' (read 'steal') the jewel of Ankhel from some mad mullahs. As for the third mission, well that's for you to discover.

Rick Dangerous isn't an arcade adventure in the traditional 'run around picking up and using objects' mould, more of a platforms-and-ladders game where progress relies as much on brain power as on manual dexterity.

As well as shooting and bombing poor innocent natives, you must dynamite your way through blocked passages, avoiding the various tricks and traps used to protect the treasures from thieving gits like you!

This is where a bit of brain power comes in handy — how do I avoid that boulder? From where should I jump to avoid landing on the spikes? Is it really fair to go round shooting natives when they only have spears?

Your ammo supply is limited, but more can be found en route, though how they came to be lying in an ancient temple populated by spear-wielding natives is anyone's guess.

The first thing you notice about *Rick Dangerous* is the amount of control offered by a simple joystick and fire button. You can move (obviously), jump, fire your gun, lay a bomb, poke your stick (oo-er!), and crawl. This may sound complicated, but it's easily mastered and incredibly useful — there's nothing worse than a game which utilises half the keyboard and would tax an octopus.

You're given seven lives, and you'll need them — arcade adventures where you get stuck and run out of lives before getting to grips with the problem are damned annoying. The graphics are near-perfect, with the small, cartoony sprites clearly visible against the grey backgrounds. They are as well animated as they need be, but the sprite masking is a little lax — you can be killed by an enemy without going anywhere near his weapon. (Fnar-fnar!)

As you may have gathered, I wasn't too impressed with the plot — taking sacred treasures from long-abandoned shrines is archaeology; stealing irreplaceable relics from primitive cultures is contemptible. What next, 'Rick Dangerous breaks into church and steals the collection plate'?. (I think you're taking this just a bit too seriously, Ian! — Ed.) Even so, it's a great game and should appeal to arcade adventurers everywhere.

OVERALL 89%



furiously in a desperate attempt to stay alive. Some take several hits to destroy, too.

You can temporarily increase your firepower by picking up power-up icons left by blitzed helicopters, giving reverse fire, triple fire, extra speed, heat-seeking missiles or cluster bombs. There is only one type of icon — a display in the bottom right-hand corner of the screen toggles between them, and you select the weapon of your choice by pressing fire.

Needless to say, at the end of each level, there's an unfeasibly large piece of military hardware to trash.

F1 Tornado is one helluva game. The side-on-view, dodge-and-fire approach may be overused, but when was the last time you saw it done with such simplicity? Long time ago, wasn't it? Games such as *UN Squadron* are all very well, but I for one welcome a return to the no-frills straightforward-ness we have here.

The sprites are tiny, allowing for fast scrolling and very responsive controls, and the graphics are colourful and uncomplicated, if a little blocky. The bullets are large and clearly defined — nothing worse than the dreaded 'disappearing bullet syndrome'.



Sadly, there's no crash routine. You don't come to grief in a ball of flame or explode in a mid-air orgy of twisted metal, you just disappear and return to the top left-hand corner of the screen. This can be hellishly confusing, especially if you're shot while glancing at the icon display without realising. Which brings me on to my next point...

The method chosen for power-up selection is very annoying. No-one likes to play a shoot-'em-up with one eye on the status display, especially a game as fast and involved as *F1 Tornado*. I realise Zeppelin's intention was to give the freedom to choose the weapon enhancement you wanted, but it doesn't really work.

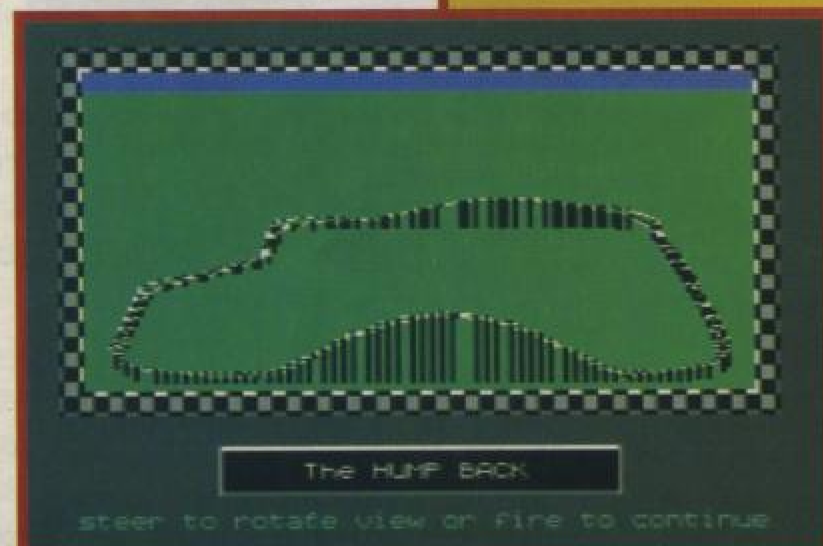
Zeppelin have a reputation for playable, well-programmed games that are hellishly unoriginal. *F1 Tornado* is no exception — despite its dated appearance it's a blimmin' good game. Nostalgic coin-op fans will love it.

OVERALL 83%

STUNT CAR RACER

The Hit Squad, £3.99 (Rerelease)





Imagine being behind the wheel of a car that does 0–60 in two seconds, with nitrous fuel injection and specially developed 'sticky' tyres. You're on a race track that resembles a roller coaster, but you appear to be racing in a wedge of cheese with wheels. Well you can't have it all.

Your cheese follows the road automatically, unless it's airborne. The dashboard displays your speed, lap-time and distance from your opponent. At the top of the screen is a crack that lengthens with every crash. Your aim is to win through four three-driver divisions — each with two new tracks.

Stunt Car Racer first blasted onto the scene in Issue 56, gaining a Sizzling 94%. Phil went as far to say, 'This is one of the most exhilarating games I've ever played.' Robin gushed, '*Stunt Car Racer* provides immense fun as you can leap over obstacles, jump gaps and burn around corners with no thought for safety — great fun.'

It's just like riding the Corkscrew at Alton Towers! A supremely playable game, unmissable on budget.

OVERALL 95%

INTERNATIONAL 5-A-SIDE FOOTBALL

Zeppelin, £3.99

Foul! Another pathetic attempt at simulating footy. This time the 'action' takes place on a horizontally scrolling concrete pitch, which is probably why you can't do sliding tackles (ouch!). No, you just run into the ball to steal possession. The main trouble lies in selecting which player to control. Rather than automatically controlling the nearest to the ball, you have to press fire to cycle through all your players — some are off screen! It gets even more confusing when the ball ricochets off the side wall, hits a player's legs and zooms off again in the opposite direction.

At least dribbling's easy enough with the ball glued to your foot. Pressing fire gives you a straight kick of set strength, so there's no room for subtle passing — not that you'd be able to select the right player quickly enough! No, play consists of simply dribbling up the pitch a bit and shooting diagonally at the wall so the ball ricochets into the net — don't worry about the automatic goalie, he's as thick as a screenshot technician! (We're talking brain-donor material here people!)

This makes two-player games as predictable as playing against the computer (two skill levels). Graphics complement the gameplay perfectly, resembling the ancient *International Soccer*. As well as the bland grey pitch, the players look uncannily like Corky Caswell, ie blocky with slow, jerky animation! (Not to mention the drooling and lumps of food that drop for his mouth! — Ed)

Even an eight-team international league can't save this embarrassing own-goal.

OVERALL 43%



COMING SOON

The nation's most trusted C64 games mag continues its illustrious history with yet another bite out of the reviews market in its own, inimitable style. The fantastic Issue 81 is an essential purchase coz...

• GRIBBLY TAKES A DAY OUT AT ZZAP!

Just for you, and you, and yes, you too! All ZZAP! readers, in fact, will be getting a copy of ***Gribbly's Day Out*** on Megatape 25. This stonking mega-game announced Andrew Braybrook's entry into the C64 world as a major talent. A unique and innovative game which rivals ***Paradroid*** for playability, C64 fans just can't be without this game.

There'll also be another brill game and some great demos. If you want great gaming as well as superb reviews, **ZZAP!'s** the one and only!

• CARTRIDGIZATION!

ZZAP! goes inside the fabulous world of carts, finding out how and where they're made, what difficulties they cause software houses, and what benefits. Plus a round-up of the best carts C64 newcomers shouldn't be without, and a look at some of the red-hot new ones on the horizon!

• The unique, splendiferous **ZZAP! 64** is jam-packed, as ever, with the nation's funniest and most informative letters in Rrap, the best tips in It's Corky (expanding next ish!), competitions to make you salivate, a plethora of super-detailed budget reviews and all the latest news and previews in Stuff!

• The one and only ZZAP! Test is applied to stacks of new games including ***Blues Brothers, Captain Planet, Devious Designs, Famous Five, Oops Up!, Rolling Ronnie*** and ***Winter Camp.***

• And for those readers who, like Phil, aren't that fast on their feet any more, why not place a reservation for **ZZAP!** Issue 81?, on sale 23 January. Catch it before it sells out!

• Dear Newsagent, I would be emotionally, intellectually, yes, even spiritually indebted to your good self if you could find in your heart to reserve me my very own monthly copy of that ever-wonderful, living, growing games-playing bible ZZAP! 64, starting with the February issue, on sale 23 January.

MY NAME ....
MY ADDRESS ....
...
MY FAVOURITE BRITER-THAN-BRITE TOOTHPASTE ....
...

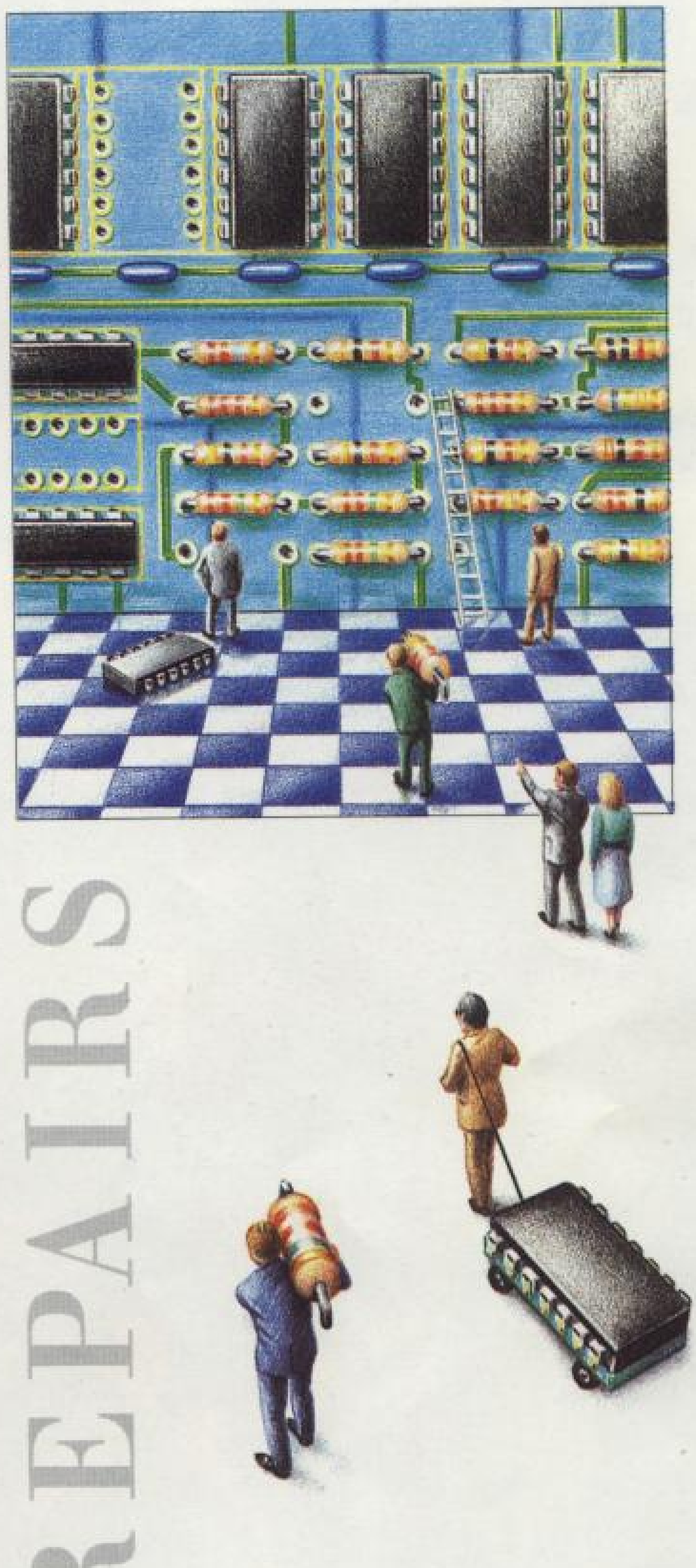
WHO DUZ WOT

managing editor
stuart wynne
production editor
phil king
staff writers
alan green
lloyd mangram
paul mellerick
claire morley
ian osborne
adrian pitt
contributor
mark 'corky' caswell
art editor
mark kendrick
art assistant
paul 'charlie' chubb
systems manager
ian chubb
screenshot technician
michael parkinson
reprographics
rob millichamp
publisher
roger kean
managing director
jonathan rignall
circulation manager
david wren
advertisement sales manager
sheila jarvis
advertisement sales executive
george keenan
production manager
jackie morris
advertisement production
jo lewis
editorial & advertising
EuroPress Impact Ltd, ZZAP!, Ludlow, Shropshire, SY8 1JW
Tel: (0584) 875851
Designed and produced at EuroPress Impact using Apple Macintosh II computers running Quark Xpress and Adobe Illustrator 3.0.
printing
BPCC Business Magazines (Carlisle) Ltd
Newtown Trading Estate, Carlisle, Cumbria,CA2 7NR
distribution
COMAG, Tavistock Road, West Drayton, Middlesex

ISSN 0954-867X

cover by
oli frey
subscriptions and back issues enquiries
EuroPress Direct
PO Box 2
Ellesmere Port
South Wirral
L65 3EA
Tel: 051 357 2961
mail order
EuroPress Direct
FREEPOST
Ellesmere Port
South Wirral
L65 3EB
Tel: 051 357 1275
competition rules
The editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the closing date. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop us a line at the normal address). No person who has any relationship, no matter how remote, to anyone who works for either EuroPress Impact or any of the companies offering prizes, may enter one of our competitions.

C64 Repairs



If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

For all repairs to your computer, one low payment covers diagnosis, repair (including parts and labour) and delivery back to you.

The experience and expertise of our technicians ensures that your computer is repaired to a high standard at a low cost. And most repairs will be carried out in 12 working days!

To schedule a repair simply call Michelle or Audrey on 0733 391234.

Please be ready to give your name, address, computer type, serial number and the type of fault.

The cost is £57.45 for an Amiga 500 and £47.45 for a C64. Payment can be made by cheque, postal order or credit card.

C64 REPAIRS

Commodore National Repair Centre
0733 391234

FMG House
Newcombe Way, Orton Southgate
Peterborough PE2 0SF

£57.45 COVERS ANY REPAIRS


THE NO-HOLDS-BARRED
SMASH
GAME SHOW OF THE FUTURE
TV
Thrust your way through the increasingly more dangerous arenas of the game show of the 21st century.
Armed with a proton-blaster, you must 'blow away' a multitude of deadly aliens, humanoids and robots... and win valuable prizes!
Humour, bad taste and fast action combine to bring you this pixel-perfect arcade conversion.
SPECTRUM
AMSTRAD
COMMODORE 64
ATARI ST
AMIGA
© WILLIAMS ELECTRONICS GAMES INC
Acclaim entertainment inc.
ocean
ACCLAIM™ AND MASTERS OF THE GAME™ ARE TRADEMARKS OF ACCLAIM ENTERTAINMENT INC.
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633





1992

Month/Issue	January 81	February 82	March 83
Mon	. 6 13 20 27 ...	. 3 10 17 24 ...	. 2 9 16 23 30
Tues	. 7 14 21 28 ...	. 4 11 18 25 ...	. 3 10 17 24 31
Wed	1 8 15 22 29 ...	. 5 12 19 26 ...	. 4 11 18 25 ...
Thu	2 9 16 23 30 ...	. 6 13 20 27 ...	. 5 12 19 26 ...
Fri	3 10 17 24 31 ...	. 7 14 21 28 ...	. 6 13 20 27 ...
Sat	4 11 18 25	1 8 15 22 29 ...	. 7 14 21 28 ...
Sun	5 12 19 26	2 9 16 23	1 8 15 22 29 ...
	April 84	May 85	June 86
Mon	. 6 13 20 27 ...	. 4 11 18 25 ...	1 8 15 22 29 ...
Tues	. 7 14 21 28 ...	. 5 12 19 26 ...	2 9 16 23 30 ...
Wed	1 8 15 22 29 ...	. 6 13 20 27 ...	3 10 17 24 ... ...
Thu	2 9 16 23 30 ...	. 7 14 21 28 ...	4 11 18 25 ... ...
Fri	3 10 17 24	1 8 15 22 29 ...	5 12 19 26 ... ...
Sat	4 11 18 25	2 9 16 23 30 ...	6 13 20 27 ... ...
Sun	5 12 19 26	3 10 17 24 31	7 14 21 28 ...



